

Bay 12 Games Forum

Dwarf Fortress => DF Community Games & Stories => Topic started by: Bralbaard on September 05, 2014, 03:55:58 am

Title: **The Museum II; new adventure succession world**
Post by: **Bralbaard on September 05, 2014, 03:55:58 am**

Welcome to the second museum adventure game! The game is based on the same idea, and the same rules as the first succession game, which can be found here (<http://www.bay12forums.com/smf/index.php?topic=104399.0>)

The game is centered around a museum. The idea is that our adventurers are going to fill it with artifacts and treasure that they collect from all over the world.

When it's your turn your adventurer has one (real time) week to collect -one- item and bring it to the museum or die trying. To keep things interesting there's something extra: if you die early, or if you manage to collect an item well ahead of schedule you can use the rest of your week to (secretly) build a fortress, for future adventurers to adventure in. adventurers that survive can be retired at the museum or elsewhere.

I did a more extensive write-up of the rules, read this if you are going to play a turn

[Spoiler](#) (click to show/hide)

Rules and advice:

- Adventurers have to start as heroes or peasants (no demigods).
 - Death is fatal. no savescumming unless you need to avoid crashes/bugs. loosing is fun, and some of the best stories from the last game were short tragedies.
 - You have one week, or untill your character dies, (but you can spend the rest of your week building an adventure site/fortress, see below)
 - retire your adventurer when you are finished.
- The world map is huge, you may want to make sure you start near the museum. The museum is situated close to the human town of Ageford, in the human kingdom of Gil Ettad.

When building a fortress:

do not post a log of the construction off the fortress, this thread is about adventure mode, not fortress mode.

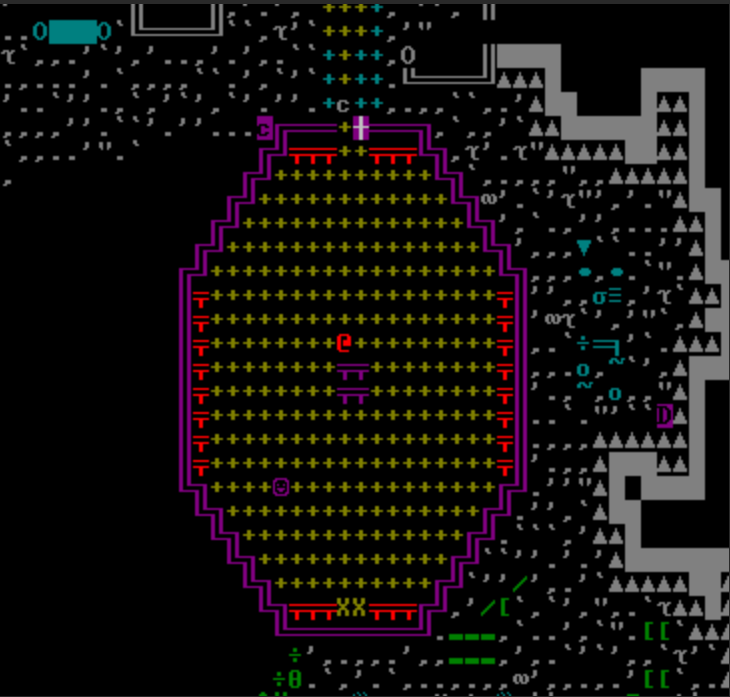
I will try to add finished fortresses to the world map, so adventurers know where to go.

If you build your fortress close to the museum, there may be a better chance that it gets visitors, on the other hand, adventurers have traveled all the way over the entire map in the first museum game so it is not a requirement.

The rules may change a bit depending on feedback, but no major changes are foreseen.

Finally:

It is highly encouraged that you write in some detail about your adventures. "I walked around for four days killing stuff and I brought you this pig tail sock" would be a bit too short.



The museum has been constructed on the southern continent, within the borders of the human kingdom of Gil Ettad, just south of the town of Ageford along the road to Cutsprinkled. It is also known by the local population as the dwarven settlement of Throneshields.

You can always request to take your turn later once you are on the list. Please note that the turn list is -long-. If you don't feel like waiting that long you can also sign up for the first museum game, which is still running ([here](http://www.bay12forums.com/smf/index.php?topic=104399.0) (<http://www.bay12forums.com/smf/index.php?topic=104399.0>))
Current turn list:

- 1: CaptainMcClellan [link](http://www.bay12forums.com/smf/index.php?topic=143382.msg5656116#msg5656116) (<http://www.bay12forums.com/smf/index.php?topic=143382.msg5656116#msg5656116>)
- 2: Theflame52 [link 1](http://www.bay12forums.com/smf/index.php?topic=143382.msg5681271#msg5681271), (<http://www.bay12forums.com/smf/index.php?topic=143382.msg5681271#msg5681271>) [2](http://www.bay12forums.com/smf/index.php?topic=143382.msg5683407#msg5683407) (<http://www.bay12forums.com/smf/index.php?topic=143382.msg5683407#msg5683407>)
- 3: Timeless Bob [link 1](http://www.bay12forums.com/smf/index.php?topic=143382.msg5684413#msg5684413), (<http://www.bay12forums.com/smf/index.php?topic=143382.msg5684413#msg5684413>) [2-4](http://www.bay12forums.com/smf/index.php?topic=143382.msg5687139#msg5687139) (<http://www.bay12forums.com/smf/index.php?topic=143382.msg5687139#msg5687139>)
- 4: Bralbaard [link 1-2](http://www.bay12forums.com/smf/index.php?topic=143382.msg5712090#msg5712090), (<http://www.bay12forums.com/smf/index.php?topic=143382.msg5712090#msg5712090>)[3](http://www.bay12forums.com/smf/index.php?topic=143382.msg5714636#msg5714636), (<http://www.bay12forums.com/smf/index.php?topic=143382.msg5714636#msg5714636>) [4](http://www.bay12forums.com/smf/index.php?topic=143382.msg5723194#msg5723194), (<http://www.bay12forums.com/smf/index.php?topic=143382.msg5723194#msg5723194>)[5](http://www.bay12forums.com/smf/index.php?topic=143382.msg5723268#msg5723268) (<http://www.bay12forums.com/smf/index.php?topic=143382.msg5723268#msg5723268>)
- 5: The Lupanian [link](http://www.bay12forums.com/smf/index.php?topic=143382.msg5746880#msg5746880) (<http://www.bay12forums.com/smf/index.php?topic=143382.msg5746880#msg5746880>)
- 6: Argonnek [link](http://www.bay12forums.com/smf/index.php?topic=143382.msg5739950#msg5739950) (<http://www.bay12forums.com/smf/index.php?topic=143382.msg5739950#msg5739950>)
- 7: Escondida [link](http://www.bay12forums.com/smf/index.php?topic=143382.msg5764781#msg5764781) (<http://www.bay12forums.com/smf/index.php?topic=143382.msg5764781#msg5764781>)
- 8: Kalsb [link](http://www.bay12forums.com/smf/index.php?topic=143382.msg5778401#msg5778401) (<http://www.bay12forums.com/smf/index.php?topic=143382.msg5778401#msg5778401>)
- 9: Plancky [link](http://www.bay12forums.com/smf/index.php?topic=143382.msg5785033#msg5785033) (<http://www.bay12forums.com/smf/index.php?topic=143382.msg5785033#msg5785033>)
- 10: Kromgar [link 1](http://www.bay12forums.com/smf/index.php?topic=143382.165), (<http://www.bay12forums.com/smf/index.php?topic=143382.165>) ([2-3](http://www.bay12forums.com/smf/index.php?topic=143382.msg5802822#msg5802822)) (<http://www.bay12forums.com/smf/index.php?topic=143382.msg5802822#msg5802822>)
- 11: Tehsapper [link 1](http://www.bay12forums.com/smf/index.php?topic=143382.msg5839127#msg5839127), (<http://www.bay12forums.com/smf/index.php?topic=143382.msg5839127#msg5839127>) [2...](http://www.bay12forums.com/smf/index.php?topic=143382.msg5841483#msg5841483) (<http://www.bay12forums.com/smf/index.php?topic=143382.msg5841483#msg5841483>) writing...
- 12: Eric Blank [link](http://www.bay12forums.com/smf/index.php?topic=143382.msg5985077#msg5985077) (<http://www.bay12forums.com/smf/index.php?topic=143382.msg5985077#msg5985077>)
- 13: NAV [link](http://www.bay12forums.com/smf/index.php?topic=143382.msg6069109#msg6069109) (<http://www.bay12forums.com/smf/index.php?topic=143382.msg6069109#msg6069109>)
- 15: Nail [link 1](http://www.bay12forums.com/smf/index.php?topic=143382.msg6162525#msg6162525), (<http://www.bay12forums.com/smf/index.php?topic=143382.msg6162525#msg6162525>)[2](http://www.bay12forums.com/smf/index.php?topic=143382.msg6165467#msg6165467) (<http://www.bay12forums.com/smf/index.php?topic=143382.msg6165467#msg6165467>)
- 17: Unraveller [link 1](http://www.bay12forums.com/smf/index.php?topic=143382.msg6177985#msg6177985), (<http://www.bay12forums.com/smf/index.php?topic=143382.msg6177985#msg6177985>)[2](http://www.bay12forums.com/smf/index.php?topic=143382.msg6184885#msg6184885), (<http://www.bay12forums.com/smf/index.php?topic=143382.msg6184885#msg6184885>)[3](http://www.bay12forums.com/smf/index.php?topic=143382.msg6189509#msg6189509), (<http://www.bay12forums.com/smf/index.php?topic=143382.msg6189509#msg6189509>)[4](http://www.bay12forums.com/smf/index.php?topic=143382.msg6209643#msg6209643) (<http://www.bay12forums.com/smf/index.php?topic=143382.msg6209643#msg6209643>)

- 18: Deus Asmoth Link 1, (<http://www.bay12forums.com/smf/index.php?topic=143382.msg6215962#msg6215962>)2,
(<http://www.bay12forums.com/smf/index.php?topic=143382.msg6217530#msg6217530>)3,
(<http://www.bay12forums.com/smf/index.php?topic=143382.msg6219824#msg6219824>)4,
(<http://www.bay12forums.com/smf/index.php?topic=143382.msg6223359#msg6223359>)5
(<http://www.bay12forums.com/smf/index.php?topic=143382.msg6226233#msg6226233>)
19: Rendell link 1, (<http://www.bay12forums.com/smf/index.php?topic=143382.msg6237170#msg6237170>) 2,
(<http://www.bay12forums.com/smf/index.php?topic=143382.msg6243648#msg6243648>) 3,
(<http://www.bay12forums.com/smf/index.php?topic=143382.msg6246349#msg6246349>) 4.
(<http://www.bay12forums.com/smf/index.php?topic=143382.msg6251976#msg6251976>)
20: Tonnot98 link 1, (<http://www.bay12forums.com/smf/index.php?topic=143382.msg6261290#msg6261290>)2.
(<http://www.bay12forums.com/smf/index.php?topic=143382.msg6264276#msg6264276>)
21: 0996395 link 1, (<http://www.bay12forums.com/smf/index.php?topic=143382.msg6271211#msg6271211>) 2,
(<http://www.bay12forums.com/smf/index.php?topic=143382.msg6271262#msg6271262>) 3-4,
(<http://www.bay12forums.com/smf/index.php?topic=143382.msg6271913#msg6271913>) 5.
(<http://www.bay12forums.com/smf/index.php?topic=143382.msg6285337#msg6285337>)
22: Bralbaard link 1,...(writing) (<http://www.bay12forums.com/smf/index.php?topic=143382.msg6364381#msg6364381>)
23: Timeless Bob link (<http://www.bay12forums.com/smf/index.php?topic=143382.msg6383021#msg6383021>)
24: Tacomagic (current turn)
25: Cptn Kaladin Anrizlokum
26: Argonnek
27: Kevinfragger2427
28: Aelund
29: Escondida
30: Plancky
31: Lord_Lemonpie
32: Endlessblaze
33: Kromgar
34: MrLupentails
35: Theflame52
36: NAV
37: Augster999
38: NJW2000
39: Eric Blank
40: Phenoix12
41: Galena
42: Lara
43: Unraveller
44: Ncommander
45: Deus Asmoth
46: Tonnot98
47: 0996395
48: Deepfreeze78
49: Centenkiko
50: Niyazov
51: Crazyabe
52: Bralbaard
- Timeless Bob has constructed a 3D model of the museum in sketchup, more information here
(<http://www.bay12forums.com/smf/index.php?topic=143382.msg5692581#msg5692581>).

Title: **Re: The Museum II; new adventure succession world**
Post by: **Bralbaard** on **September 05, 2014, 03:56:22 am**

You enter the settlement of Throneshields. There is no need to ask were the museum is, the town only has a few workshops and buildings, and all of them are dwarfed by the central building, an impressive structure made of dark stone that seems to radiate a strange energy.

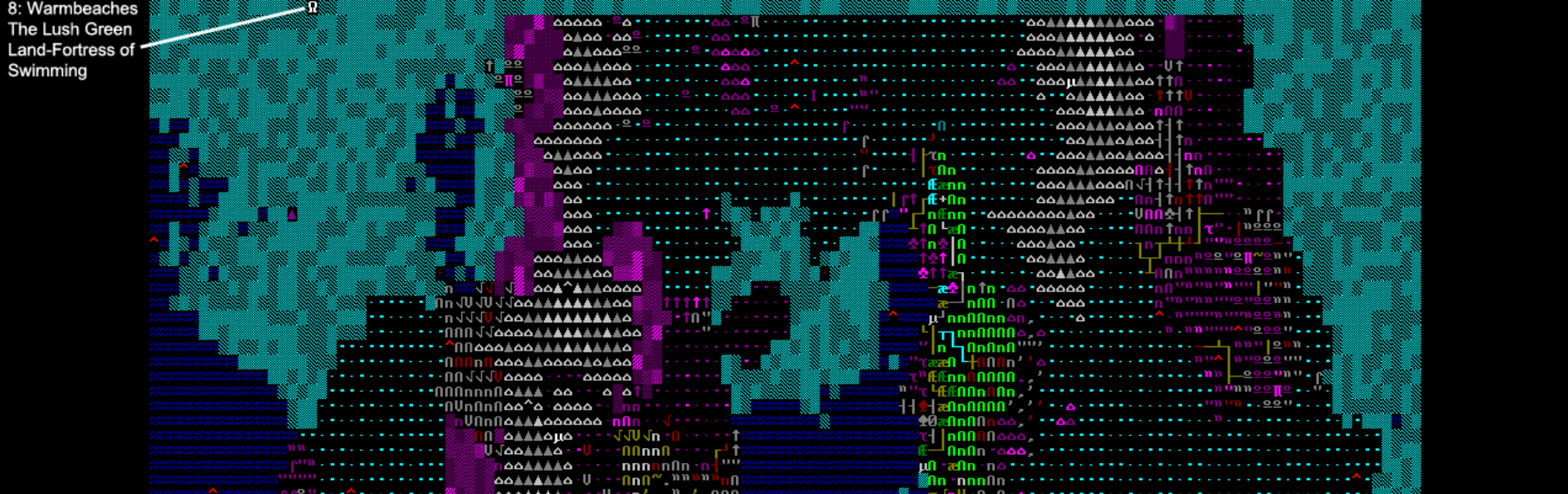
You enter the structure. There is a heavy wooden wagon in the middle of the room. Alarmingly it greets you with a heavy rumbling voice. It goes silent leaving you to ponder if you just imagined the strange greeting. Uneasily you look around the room. A number of items are on display, but most of the tables are empty:

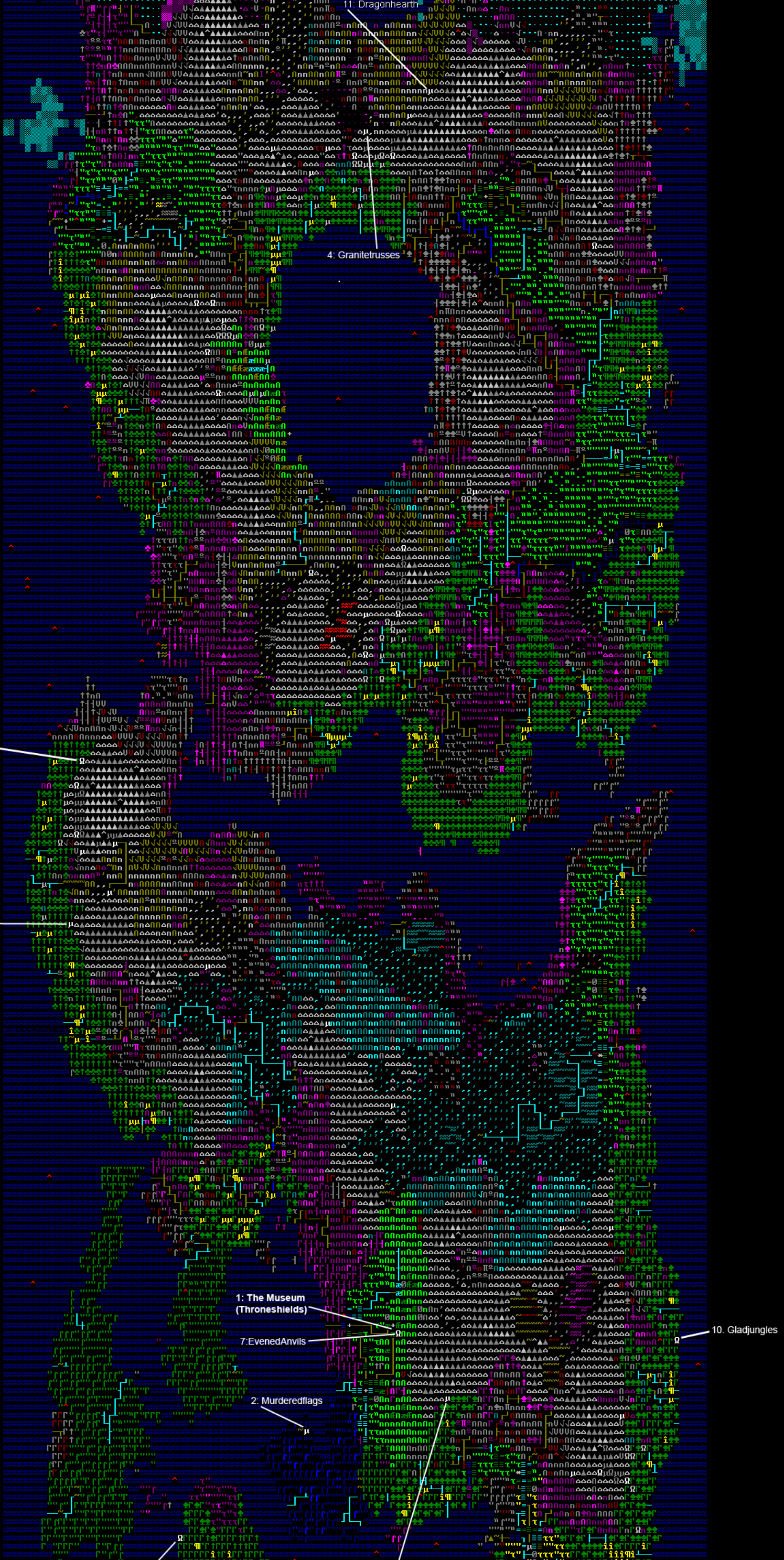
- 0: A talking wagon A magical speaking wagon that dispenses advice and knowledge to visitors and adventurers.
There is a sign next to the wagon: "not an official sumbission, it arrived on it's own".
1: A +sterling silver flask+ filled with 'magical booze from Strifefulglories'. Drink at your own risk, its stronger than sewer brew!
Submitted by Lomam Puzzledrinks the Sandaled Handle of Letters (Bralbaard). It is rumoured that the flask may contain something else entirely.
2: The skulls of the feared goblin bandits Snamoz Bemonga and Nguslu Duzobngokang Submitted by Oli Trueangel (The Lupanian)
3: The horns of Yellfamous, the mighty minotaur Thomod Sinaabo, the manliest man (unraveller) tore the horns from the skull of the mighty minotaur in an act of supreme manliness. It is said that the disfigured minotaur is still alive, and has been the target of taunting and further torture by other adventurers since.
4: A pile of 57 skulls The vampire Urdim Mindknife the pungent empire-theatre of fields (Deus Asmoth) submitted this gruesome exhibit, after single-handedly slaying several armies.
5: Another pile of skulls Onec Charcoaltrammel (0996395) was inspired by earlier submissions. His pile includes the skull of Lomam Puzzledrinks, who submitted the museums first exhibit, and a variety of other sentient and animal skulls.

Title: **Re: The Museum II; new adventure succession world**
Post by: **Bralbaard** on **September 05, 2014, 03:56:42 am**

The world map can be found here.

Spoiler (click to show/hide)





4. Granitetrusses

9. Purplecastle of Rumors

3. Bookamazes

1. The Museum (Throneshields)

7. EvenedAnvils

2. Murderedflags

10. Gladjungles



- Sites:
- 1 :The museum (Throneshields) (Founded by Bralbaard) The museum was founded just south of the City of Ageford, along the road to Cutsprinkled.
 - 2 :Murderedflags (Founded by Timeless Bob) Explored by Thomod Sinaabo (Unraveller) A small ruined fortress ruled by a mad king.
 - 3 :Bookamazes (Founded by Timeless Bob) Explored by 0996395 The only person who actually visited this site (Onec Charcoaltrammel) is said to have gone stark raving mad when he was confronted with whatever he found there. He gave into starvation and passed away not much later.
 - 4 :Granitetrusses (Founded by Timeless Bob?) This unexplored site lies close to the frozen wastes on the Northern end of the world.
 - 5 :Strifefulglories the Ageless Honor (constructed by Eric Blank) Explored by Bralbaard. A dwarven settlement on the edge of a dense jungle, with only wooden walls it is somewhat vulnerable to invaders.
 - 6 :Washedpaddle (constructed by Plancky) A lonely dwarven outpost on a continent ruled by elves.
 - 7 :EvenedAnvils (Founded by Timeless Bob) Partly explored by the Lupanian. A mysterious hunting lodge not far from the museum.
 - 8 :Warmbeaches the Lush Green Land-Fortress of Swimming (build by Escondida) Little is known about this fortress, except for the fact that it must be lush, and green, on land, and is sure to have nice warm beaches that are good for swimming.
 - 9 :Purplecastle of Rumors (Founded by Plancky) There are a lot of rumors told about this place, but so far there are no hard facts.
 - 10:Gladjungles (Founded by Tehsapper) Explored by Ral Roadmagic (Rendell). A dwarven settlement with densily packed wooden houses.
 - 11:Dragonhearth (Founded by Eric Blank) Partly explored. Luto Shipwines (Tonnot99), partly explored the ruins but was incinerated by the dragon.

Title: **Re: The Museum II; new adventure succession world**
Post by: **Bralbaard** on **September 05, 2014, 03:56:58 am**

Please note that I'm not completely sure if I got all the credits for who constructed the starting sites right, because I did not see all the save games.
Please correct me if I got anything wrong. Also, I know Timeless Bob also reclaimed some existing worldgen sites, but those are hard to track down in legends mode, and have not been marked on the map. If someone points them out I could add them, alternatively it could be a surprise for any adventurers that stumble across them.

The save game for the first turn can be found here (<http://www.mediafire.com/download/e99dac457mskq4e/museum+II+-+start.rar>).

Title: **Re: The Museum II; new adventure succession world**
Post by: **Nail** on **September 05, 2014, 04:31:36 am**

Yay!
Is there a land connection between the two large continents?

Title: **Re: The Museum II; new adventure succession world**
Post by: **Bralbaard** on **September 05, 2014, 04:35:09 am**

Almost. The map was made with a little help from PerfectworldDF, and some features like the small seperation between the continents are intentional.

A bridge could be build in a standard sized embark, if I'm not mistaken. For the time being we lack a bridge, but it would be easy to swim across.

Title: **Re: The Museum II; new adventure succession world**
Post by: **Unraveller** on **September 05, 2014, 05:58:07 am**

Exccccccellleeeent

Title: **Re: The Museum II; new adventure succession world**
Post by: **kesperan** on **September 05, 2014, 06:13:57 am**

Reserving this post here for the new adventurer list!

Title: **Re: The Museum II; new adventure succession world**
Post by: **Clabbage** on **September 05, 2014, 06:25:28 am**

So keen for this :D

Title: **Re: The Museum II; new adventure succession world**
Post by: **Warmist** on **September 05, 2014, 07:18:35 am**

ptw

Title: **Re: The Museum II; new adventure succession world**
Post by: **Deus Asmoth** on **September 05, 2014, 07:22:20 am**

Sign me up for a turn please.

Title: **Re: The Museum II; new adventure succession world**
Post by: **Bralbaard** on **September 05, 2014, 07:33:46 am**

Quote from: [kesperan](#) on September 05, 2014, 06:13:57 am

<div>Reserving this post here for the new adventurer list!</div>
<div>Great to hear that you want to do this for the second museum game as well. I'll link to it from the first post when there is actually something to report. Thanks!</div>
<div>I'll update the turn list. 30 people on the list, it may take a while before it gets to the last people.</div>
<div><div>Title: Re: The Museum II; new adventure succession world</div><div>Post by: Cerapter on September 05, 2014, 07:50:59 am</div></div>
<div><div>Yay, finally.</div><div>Message me a year later when it's my turn :P</div></div>
<div><div>Title: Re: The Museum II; new adventure succession world</div><div>Post by: Eric Blank on September 05, 2014, 12:00:10 pm</div></div>
<div><div>So excited! There will be blood!</div></div>
<div><div>Title: Re: The Museum II; new adventure succession world</div><div>Post by: Plancky on September 05, 2014, 12:43:00 pm</div></div>
<div><div>Yay!!</div></div>
<div><div>Title: Re: The Museum II; new adventure succession world</div><div>Post by: NAV on September 05, 2014, 01:15:30 pm</div></div>
<div><div>It's so empty. This will be fun.</div></div>
<div><div>Title: Re: The Museum II; new adventure succession world</div><div>Post by: kesperan on September 05, 2014, 01:20:39 pm</div></div>
<div><div>I will need to download 40.11 and start practicing. Dishmab has a legacy to uphold!</div></div>
<div><div>Title: Re: The Museum II; new adventure succession world</div><div>Post by: 0996395 on September 05, 2014, 02:32:10 pm</div></div>
<div><div>Ah, yes, finally one I can follow from the beginning!</div></div>
<div><div>Title: Re: The Museum II; new adventure succession world</div><div>Post by: Migue5356 on September 05, 2014, 02:52:36 pm</div></div>
<div><div><div>Quote from: Cerapter on September 05, 2014, 07:50:59 am</div><div>Yay, finally.</div><div>Message me a year later when it's my turn :P</div></div></div>
<div><div>Title: Re: The Museum II; new adventure succession world</div><div>Post by: TheFlame52 on September 05, 2014, 03:45:12 pm</div></div>
<div><div>PTW so I don't miss my turn. And I figured out how to adventure just in time!</div></div>
<div><div>Title: Re: The Museum II; new adventure succession world</div><div>Post by: CaptainMcClellan on September 05, 2014, 09:33:34 pm</div></div>
<div><div>Thanks! I just now got the notification so I'll be downloading shortly, or possibly tommorrow, and rereading the rules.</div></div>
<div><div>Title: Re: The Museum II; new adventure succession world</div><div>Post by: The Lupanian on September 05, 2014, 10:24:19 pm</div></div>
<div><div><div>Quote from: Bralbaard on September 05, 2014, 04:35:09 am</div><div>Almost. The map was made with a little help from PerfectworldDF, and some features like the small seperation between the continents are intentional.</div><div>A bridge could be build in a standard sized embark, if I'm not mistaken. For the time being we lack a bridge, but it would be easy to swim across.</div><div>You are correct, in fact there was already talk of building a bridge in the first thread.</div></div></div>
<div><div>Title: Re: The Museum II; new adventure succession world</div><div>Post by: Argonnek on September 05, 2014, 11:26:49 pm</div></div>
<div><div>I really can't wait to die in new, interesting ways in this world!</div></div>
<div><div>Title: Re: The Museum II; new adventure succession world</div><div>Post by: Timeless Bob on September 06, 2014, 01:06:19 am</div></div>
<div><div>Out of the three in the original save, I reclaimed two and put in some fields to feed the new populations. I don't think they lasted long, however. Last I heard, a goblin army was seiging one and the other has become the home of an entire family of rocs (a mama, a poppa and several hatchlings). I suppose they were abandoned for a reason. My third embark was a cozy town of two-hundred or so with not much going for it besides lots of food and drink. It's boring idyllic and the best approximation of The Shire I was able to set up on short notice.</div></div>
<div><div>Title: Re: The Museum II; new adventure succession world</div><div>Post by: Rendell on September 06, 2014, 09:18:46 am</div></div>
<div><div>Sign me up for a turn please!</div></div>
<div><div>Title: Re: The Museum II; new adventure succession world</div><div>Post by: Redzephyr01 on September 06, 2014, 09:22:27 am</div></div>
<div><div>PTW</div></div>

Title: **Re: The Museum II; new adventure succession world**
Post by: **Tehsapper** on **September 06, 2014, 03:36:49 pm**

Nice, though I feel a bit sad about the first museum ending its course. And still no one found the elven poerty of the Evertree, I hope it wasn't consumed by some bug.
Time for an yet another great fort!

Title: **Re: The Museum II; new adventure succession world**
Post by: **Bralbaard** on **September 06, 2014, 03:41:40 pm**

The first museum is still active. The amount of adventurers, fortresses and other forms of torture that world has had to endure is impressive, but we can still push it a bit further.

Title: **Re: The Museum II; new adventure succession world**
Post by: **pisskop** on **September 06, 2014, 05:39:09 pm**

whoo, 6 month wait period! Plenty of time to learn an exploit this new combat system. I have yet to understand this multi-attack and attack_prepare system yet.

Title: **Re: The Museum II; new adventure succession world**
Post by: **Timeless Bob** on **September 06, 2014, 09:06:58 pm**

The attack is simplicity itself - think of the 1-2-3-4 in waltzes then apply it to lethal intent. In DF, trodding on your partner's feet is encouraged, especially with an arrow to the brain-pan.

Title: **Re: The Museum II; new adventure succession world**
Post by: **Th4DwArfY1** on **September 07, 2014, 09:24:49 am**

Quote from: Warmist on September 05, 2014, 07:18:35 am

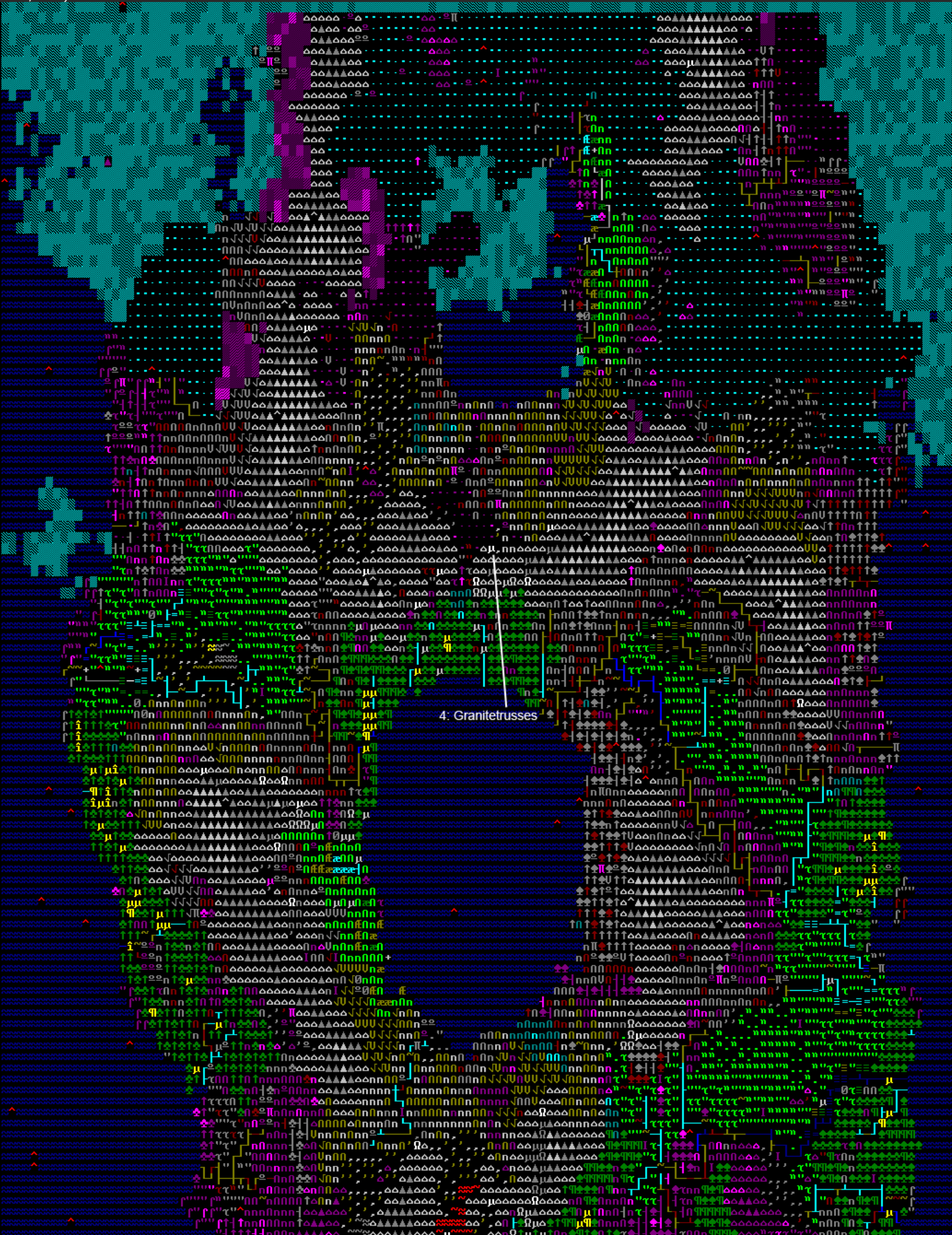
ptw

Title: **Re: The Museum II; new adventure succession world**
Post by: **Azhf** on **September 11, 2014, 03:09:51 am**

Quote from: Bralbaard on September 05, 2014, 03:56:42 am

The world map can be found here.

[Spoiler](#) (click to show/hide)



4: Granitetrusses

3: Bookamazes

1: The Museum
(Throneshields)

2: Murderedflags

5: Strifefulglories the
Ageless Honor

6: Washedpaddle

Wow, nice map. I might have to use that world for personal adventures. I don't think I've ever had a world quite like it!

Title: **Re: The Museum II; new adventure succession world**
Post by: **tonnot98** on **September 11, 2014, 11:47:47 am**

I want in!

Title: **Re: The Museum II; new adventure succession world**
Post by: **Bralbaard** on **September 12, 2014, 02:40:36 am**

You've been added.

Also, is there any news captainmclellan?

Title: **Re: The Museum II; new adventure succession world**
Post by: **CaptainMcClellan** on **September 12, 2014, 11:15:31 am**

Quote from: Bralbaard on September 12, 2014, 02:40:36 am

You've been added.

Also, is there any news captainmclellan?

Yes. Bad news everyone! I'm dead! Full post with pictures and story to be posted by the end of the day along with the save and the podcast. Quick overview:

Ringo Kolevost:
Level: Peasant; Locally important

- Killed a cat.
- Killed a dwarf
- Stole some stuff.
- Killed a goat
- Killed a wolverine
- Made it out of the mountains.

Also, on a related topic, this is the first time I've gotten to really play with the new combat system and I gotta say I really love it. :)

EDIT: Can I be re-added for a second try?

Title: **Re: The Museum II; new adventure succession world**
Post by: **Sheo** on **September 13, 2014, 12:08:38 am**

Can you add me to the list? I'm interested.

Title: **Re: The Museum II; new adventure succession world**
Post by: **CaptainMcClellan** on **September 13, 2014, 03:30:16 am**

There's an audio log of the first part of my adventure, but I seemed to have misplaced it. Summary: I killed a cat, not knowing it would get me in trouble with the fort, so being an outlaw already, I steal a bunch of stuff and kill a dwarf for fighting practice. I then find my way out of the fort with noone being the wiser, become Proficient in Ambusher while doing that and start trying to find my way out of the mountain. Then there's the part where I had to switch to text log, but I took screen caps, and here you go! (My item was a troll bone figurine of a forgotten beast.)

Having left my station, heading west, I encountered a mountain goat and decided to slay it for food. After beating the goat to a bloody pulp and strangling it until it went still, I decapitated it and butchered it, taking the meat and the choicer organs and leaving the rest to rot. Sadly, I could not bring the whole goat with me because I was still a fugitive cat-slayer.

2nd Obsidian, noonish: I have discovered a shallow brooke, where I shall bathe and drink my fill. I will follow this river downstream in hopes of finding my way out of the mountains.

A wolverine has spotted me and decided to attack!
Spoiler: [GO BACK TO XMEN](#) (click to show/hide)



After an epic battle, the wolverine lies dead at my feet. The time spent engaged with the wolverine has set me back further than I like... the sun is already dipping behind the peaks of the mountains and I have no travelling companion.

Spoiler: [I killed Hugh Jackman!](#) (click to show/hide)



I finally made it out of the mountains, travelling south through a wood when all of a sudden I hear the noise of evil cackling. This does not bode well for me... I have heard tells of the Bogeymen who wander the dark and in my mind it can be nothing else.

Spoiler: AMBUSHED. (click to show/hide)



~Epilogue~
Thus ends the tale of Ringo Catslayer Kolevost, brutally beaten to death by bogeymen in the night.

Continue? (<http://dffd.wimbli.com/file.php?id=9686>)

Exiled for killing the forts favourite cat, tough but fair.

Title: **Re: The Museum II; new adventure succession world**
Post by: **Sheo** on **September 13, 2014, 09:34:05 am**

Quote from: Rendell on September 13, 2014, 06:01:16 am

Exiled for killing the forts favourite cat, tough but fair.

Pfft, it was better being exiled than living in a sissy fortress like that.

You know something in wrong with a dwarven civilization when kittens aren't their main source of nutrition.

Title: **Re: The Museum II; new adventure succession world**
Post by: **CaptainMcClellan** on **September 13, 2014, 02:44:26 pm**

Quote from: Sheo on September 13, 2014, 09:34:05 am

Quote from: Rendell on September 13, 2014, 06:01:16 am

Exiled for killing the forts favourite cat, tough but fair.

Pfft, it was better being exiled than living in a sissy fortress like that.

You know something in wrong with a dwarven civilization when kittens aren't their main source of nutrition.

Right? So anyway, who's next? I wanna see somebody do better than dying the first night.

Title: **Re: The Museum II; new adventure succession world**
Post by: **Deus Asmoth** on **September 13, 2014, 03:51:39 pm**

The Master's next, but you can finish your week building a fortress or something if I understand the rules correctly.

Title: **Re: The Museum II; new adventure succession world**
Post by: **pisskop** on **September 13, 2014, 06:24:10 pm**

Quote from: Deus Asmoth on September 13, 2014, 03:51:39 pm

The Master's next, but you can finish your week building a fortress or something if I understand the rules correctly.

Yup. Build something tricky and trappy. Dont include any instructions or clues and make instadeath a constant danger :P also keep several wild animals and prisoners around in pits so that when you die they can escape to ambush adventures.

Title: **Re: The Museum II; new adventure succession world**
Post by: **Timeless Bob** on **September 13, 2014, 07:06:46 pm**

berzerk dwarves stick around too - so getting a soldier up to champion then getting him/her to go berzerk due to "sudden relative/pet death" before retiring can make the site and the sites around it pretty interesting. I can just see the next Dishmab being more dangerous to sleeping adventurers than any night creature or boogie-man...

Title: **Re: The Museum II; new adventure succession world**
Post by: **Paaaad** on **September 13, 2014, 07:54:50 pm**

Just going to issue a quick challenge here: Gather one of every part of every plant and bring them all to the Museum. This *may*require a new wing.

Title: **Re: The Museum II; new adventure succession world**
Post by: **Timeless Bob** on **September 13, 2014, 08:09:32 pm**

Quote from: Paaaad on September 13, 2014, 07:54:50 pm

Just going to issue a quick challenge here: Gather one of every part of every plant and bring them all to the Museum. This *may*require a new wing.

Precisely, what do you mean?
Does "One part of every plant" = 1 leaf, 1 log, 1 root, 1 item of raw food, 1 seed, ect... for every plant in the world?

If so, I'll extend the challenge:

Living caged creatures (or complete skeletons if that's not possible) of each type and gender of mobile being in the world, including forgotten beasts and sentient races.

One sample of every type of mineral in the world, plus one bar of every alloy.

We may need to set up an entirely separate "Natural History" museum for such an endeavor. If so, we should have wings for "flora", "fauna", "minerals", and "foreign cultures" (living or extinct) as well.

Title: **Re: The Museum II; new adventure succession world**
Post by: **pisskop** on **September 13, 2014, 08:11:07 pm**

Quote from: Timeless Bob on September 13, 2014, 08:09:32 pm

Quote from: Paaaad on September 13, 2014, 07:54:50 pm

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Are we trying to survive the eventual re-forging of the world? Armok's Ark?

Title: **Re: The Museum II; new adventure succession world**
Post by: **Sheo** on **September 13, 2014, 08:17:20 pm**

Quote from: Timeless Bob on September 13, 2014, 08:09:32 pm

Quote from: Paaaad on September 13, 2014, 07:54:50 pm

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I like the idea, but it'd have to be a completely different thread.

Also, correct me if I'm wrong, but wouldn't you need to start a fortress with some cages and traps, trap a creature, then retire, take the adventurer and bring the cage to the museum?

Title: **Re: The Museum II; new adventure succession world**
Post by: **Timeless Bob** on **September 13, 2014, 08:34:47 pm**

[Quote from: pisskop on September 13, 2014, 08:11:07 pm](#)

[Quote from: Timeless Bob on September 13, 2014, 08:09:32 pm](#)

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Are we trying to survive the eventual re-forging of the world? Armok's Ark?

A gene bank might be interesting. Set it up in a vault somewhere deep below the ground and have a seed and a bit of tissue from every creature in the world...

Title: **Re: The Museum II; new adventure succession world**
Post by: **Timeless Bob** on **September 13, 2014, 09:10:59 pm**

[Quote from: Sheo on September 13, 2014, 08:17:20 pm](#)

[Quote from: Timeless Bob on September 13, 2014, 08:09:32 pm](#)

[Quote from: Paaaad on September 13, 2014, 07:54:50 pm](#)

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We may need to set up an entirely separate "Natural History" museum for such an endeavor. If so, we should have wings for "flora", "fauna", "minerals", and "foreign cultures" (living or extinct) as well.

I like the idea, but it'd have to be a completely different thread.

Also, correct me if I'm wrong, but wouldn't you need to start a fortress with some cages and traps, trap a creature, then retire, take the adventurer and bring the cage to the museum?

OK, I'm taking your idea and running with it.

Title: **Re: The Museum II; new adventure succession world**
Post by: **Paaaad** on **September 13, 2014, 09:14:25 pm**

[Quote from: Timeless Bob on September 13, 2014, 08:09:32 pm](#)

[Quote from: Paaaad on September 13, 2014, 07:54:50 pm](#)

Just going to issue a quick challenge here: Gather one of every part of every plant and bring them all to the Museum. This *may*require a new wing.

Precisely, what do you mean?
Does "One part of every plant" = 1 leaf, 1 log, 1 root, 1 item of raw food, 1 seed, ect... for every plant in the world?

(Snip)

Exactly.

Title: **Re: The Museum II; new adventure succession world**
Post by: **CaptainMcClellan** on **September 13, 2014, 11:58:19 pm**

[Quote from: pisskop on September 13, 2014, 06:24:10 pm](#)

[Quote from: Deus Asmoth on September 13, 2014, 03:51:39 pm](#)

The Master's next, but you can finish your week building a fortress or something if I understand the rules correctly.

Yup. Build something tricky and trappy. Dont include any instructions or clues and make instadeath a constant danger :P also keep several wild animals and prisoners around in pits so that when you die they can escape to ambush adventures.

There is no "rest of my turn". My week's up and I already submitted the save. I just didn't accomplish much.

Title: **Re: The Museum II; new adventure succession world**
Post by: **Cptn Kaladin Anrizlokum** on **September 14, 2014, 12:17:32 am**

Ptw!

Title: **Re: The Museum II; new adventure succession world**
Post by: **Bralbaard** on **September 14, 2014, 02:58:03 am**

The turn list has been updated, the master should have a PM

Title: **Re: The Museum II; new adventure succession world**
Post by: **Bralbaard** on **September 20, 2014, 03:37:27 am**

No response from The Master, It's Theflame52's turn.

Title: **Re: The Museum II; new adventure succession world**
Post by: **TheFlame52** on **September 21, 2014, 02:07:49 pm**

I'll start tomorrow.

EDIT: What civilization does the museum belong to?

Title: **Re: The Museum II; new adventure succession world**
Post by: **Bralbaard** on **September 22, 2014, 01:14:25 am**

Quote from: TheFlame52 on September 21, 2014, 02:07:49 pm

I'll start tomorrow.

EDIT: What civilization does the museum belong to?

Good question.

I've got a note here saying it was founded by the Entangled Ropes (nice random name) of the Roughness of Directions. I haven't got a clue what that would be in dwarven.

Title: **Re: The Museum II; new adventure succession world**
Post by: **Timeless Bob** on **September 22, 2014, 07:00:18 am**

Quote from: Bralbaard on September 22, 2014, 01:14:25 am

Quote from: TheFlame52 on September 21, 2014, 02:07:49 pm

I'll start tomorrow.

EDIT: What civilization does the museum belong to?

Good question.

I've got a note here saying it was founded by the Entangled Ropes (nice random name) of the Roughness of Directions. I haven't got a clue what that would be in dwarven.

In Dwarvish, The Entangled Ropes are "Stistmiggoden"

Title: **Re: The Museum II; new adventure succession world**
Post by: **TheFlame52** on **September 22, 2014, 04:33:16 pm**

I am Molcet Wrathflames, son of Flame Candleroaded, and I will become the greatest adventurer the world has ever known.

I asked the lord whether I could become his hearthperson. He said yes, on one condition: I would bring an item to the Museum in Throneshields, telling people I was from Colorrequested. I gathered my gear; some well-made iron and bronze armor, a finely crafted iron long sword, and the greatest boon: a masterfully crafted bronze shield. I set out for the nearby town of Cutsprinkled, but I stopped in Dawnedcalms on the way there where I picked up a few pieces of better armor and an electrum ring. Upon reaching the town, I asked for direction to one of the great beasts people had been talking about. They told me to seek out a guide, but he was nowhere to be found. I rested in the town overnight.

((OOC: Someone screwed up the save with a tileset and I don't know how to fix it. All the goblins look like buckets and the humans look like me. I can play it but it's annoying.))

Title: **Re: The Museum II; new adventure succession world**
Post by: **Bralbaard** on **September 23, 2014, 01:30:31 am**

You should be able to fix that by going into the folder of the save game, and deleting the raw folder. Replace it with the raw folder of the original save game, which can be found in the fourth post of this topic.

Also, please backup your save game first, just in case.

Title: **Re: The Museum II; new adventure succession world**
Post by: **TheFlame52** on **September 23, 2014, 03:21:52 pm**

In the morning, I set out for the nearby dwarven fort of Murderedflags. Perhaps there would be something worthy of the Museum there. But on the way there I was ambushed by a single lasher and slain easily.

Save: <http://dffd.wimbli.com/file.php?id=9778>

Title: **Re: The Museum II; new adventure succession world**
Post by: **Timeless Bob** on **September 23, 2014, 04:36:32 pm**

Quote from: TheFlame52 on September 23, 2014, 03:21:52 pm

In the morning, I set out for the nearby dwarven fort of Murderedflags. Perhaps there would be something worthy of the Museum there. But on the way there I was ambushed by a single lasher and slain easily.

Save: <http://dffd.wimbli.com/file.php?id=9778>

Are you not building a site?

Title: **Re: The Museum II; new adventure succession world**
Post by: **TheFlame52** on **September 23, 2014, 05:18:11 pm**

Nah.

Title: **Re: The Museum II; new adventure succession world**
Post by: **Deus Asmoth** on **September 23, 2014, 05:22:15 pm**

That story was beautiful in its simplicity.

Title: **Re: The Museum II; new adventure succession world**
Post by: **Timeless Bob** on **September 23, 2014, 05:58:21 pm**

Alrighty then - I've downloaded the save and shall be posting about my adventures shortly.

Title: **The Huntress Emerges**
Post by: **Timeless Bob** on **September 24, 2014, 12:24:04 am**

I was born in the rooms below Throneshields and apprenticed to Master Ellestrakust. As a dwarf I know that I'm supposed to honor the stones of our tunnels and became adept at the mason's art of finding the sympathy between two stones, that they might cleave to eachother without seam. However, my eyes always tended to stray past the lintels and porticos up to the forbidden horizons - while Master Ellestrakust lectured on the importances of corner and keystones, on the balance of opposing forces and the earth-lore of the deep miners.

I admit it now, though before I dared not, even to myself:
Though I attended his lectures with ready ear, my heart dwelt not in solid stone or sparkling gem but in unknown horizons and a most undwarvenly appetite for wide open spaces. One night I snuck out of the apprentice's caverns and into the Museum proper, where they quaffed mead so fresh, the bees were still buzzing. That night changed my life forever, for an old dwarf, with many scars and twinkling eyes, paid for his mead with words of derring-do and stealthy skill, of deeds and lands both fantastic and distant, of seas he'd swum and foes he'd vanquished, of treasures gained and companions lost, often within moments of each-other. My heart leapt double-time in my chest, and he noticed my shy eyes brighten over edge of my mead barrel, for he beckoned me over and offered me a biscuit made of polar bear tongue spiced with some unknown topside greenery. "The trick to these things", he spoke quietly, as I savored the enticingly strange flavor, "is to follow your heart, but keep both eyes open. Remember, *'Should' and 'if' never did exist, only 'is' or 'is not'.* When your *'is', 'is not', go whence you came.*"

I wasn't quite sure what he meant, but the buzzing mead was strong and it hit my head like a load of stone rolling off a peasant's back and we all had a roaring good time after that. The morning was another story, for I had to admit my escapade to my old master and see his familiar brow furrow in concern over my discontent once more.

"Oh, Graniteriddles, Graniteriddles, what am I to do with you?" he asked tiredly, his eyes skipping from cornice to join in the ceiling, checking for nonexistant cracks more out of habit than purpose as his mind examined the problem of his sky-minded apprentice from all angles, like the plans to some improbable noble-inspired structure. A long silence passed, he considering, me fidgeting with my hem. The silence stretched on and on until finally he let out a deep sigh and focused once more on my small and trembling form.

"You have no real place within the safety of stone and clan - your sense of duty has been overcome by your curiosity time and again and it ever shall be, I fear." He again let out a great sigh. "So be it." He then gestured to someone behind me, "You may as well come into the light, old freind, it seems you've stolen another of my apprentices."

He was answered by a chuckle as the old tale-teller stepped out of the shadows. "Her heart was distant long before I tasted my first homecoming mead, old stonefitter. Let me show her her heart's desire." With that he removed her pale, dusty novice's cloak and handed it solemnly to her sorrow-eyed master before clasping a brown and green one to my shoulders. Come, little ranger, let's see where your heart has led you.

In the dim room, I saw the old mason raise the cast-away cloak to wipe away a tear, as if mourning the death of a loved one. I thought nothing of it at the time, thinking it the sentimentality of an old dwarf in his hole, mourning younger years.

~~

It is the 3rd of Granite, the 1060th cycle since the Making as the gnomon-keepers reckon it and I, Graniteriddles Asob, am a newly apprenticed huntress. How my heart hammers: the sky is so big! I wonder, is it hung using something akin to the sympathy of stone?

Title: **Re: The Museum II; new adventure succession world**
Post by: **Grombardrim** on **September 24, 2014, 07:18:54 am**

Ooh. New Museum thread? I might have to try drawing some Dorfs for this. I guess I'll wait and see if anyone brings back something impressive, and then draw them I s'pose.

Title: **Re: The Huntress Emerges**
Post by: **Bralbaard** on **September 24, 2014, 12:40:15 pm**

Quote from: Timeless Bob on September 24, 2014, 12:24:04 am
I was born in the rooms below Throneshields and apprenticed to Master Ellestrakust.

She was born in and spend her entire life in the rooms below Throneshields? As a person who is familiar with the cold and muddy excuse for a cellar that lies below the museum, I can only say one thing. That is a horrible, horrible fate.

I wish her all the luck she can handle, up there on the surface.

Title: **Re: The Huntress Emerges**
Post by: **Timeless Bob** on **September 24, 2014, 02:37:05 pm**

Quote from: Bralbaard on September 24, 2014, 12:40:15 pm
Quote from: Timeless Bob on September 24, 2014, 12:24:04 am
I was born in the rooms below Throneshields and apprenticed to Master Ellestrakust.

She was born in and spend her entire life in the rooms below Throneshields? As a person who is familiar with the cold and muddy excuse for a cellar that lies below the museum, I can only say one thing. That is a horrible, horrible fate.

I wish her all the luck she can handle, up there on the surface.

Heh - the old mason is none other than your expedition leader. Fitting that he's training the next generation, no?

Title: **Re: The Museum II; new adventure succession world**
Post by: **Bralbaard** on **September 24, 2014, 02:47:26 pm**

Ah yes, I think nearly everyone in the fortress ended up as a mason, all of them a bit funny in the beard from working with raw pitchblende for too long.

Title: **The Huntress and the Pikemaster**
Post by: **Timeless Bob** on **September 25, 2014, 07:00:18 am**

"I'd like you to meet an old travelling companion of mine", twinkle-eyes told her gently, "He's a human named Alnos Trussbuttons of the Dented Coast, and he's set his eyes on many a distant horizon. I think you could do him a service."

We sought him out in the woods surrounding the Keep, but though many knew his name, none knew where to find him. As the sun sank below the hills, we finally came upon a roughly hewn tunnel leading back into the hill that supported the paved path leading to the road.

"Perhaps he's found himself a bit of a nap in here.", my new Master commented, so we entered single-file.

The tunnel wound back into the hillside for a good fifty paces before widening out into a small natural cave. With horror, I beheld the

corpses of a human, a goblin, a kobold and a lizard-like thing laying amongst the litter of rotting shells and a single worn bag. Further in, four grave-markers rested, their marks indecipherable to my eyes, for I'd never caught the trick of the silent speech - a little further in a weird possum-like corpse lay in decrepit ruin and in the far corner gleamed two coins, one silver and one gold.

"Ah, Alnos." Whispered my new master, "I see your journeys have ended under this hill."

I turned in startlement, showing him the two coins I'd found.

"Hmm..." he said, examining the devices upon them. "These are human made, from The Union of Tunnels. I'd wager they're the passing price for my freind here's 'soul'. You see, the humans have an interesting belief that their life force travels on in another body after their first one has died - a bit like some creatures called 'crabs' I've seen in my travels. His body lays discarded among these shells much like a discarded shell itself. You may take the silver, and I the gold, as his last gift to an old companion." He then returned to me the silver coin, kissing the gold one and placing it in his pouch.

"Come, we must continue your education to the south of here, where the wild boars and owls roam." Thus saying, he led me south and a little west to a place he knew at the river where others were hunting as well - dwarf, human and goblin. The contesting was fierce, and I learned much about hunting from my master before a goblin bearing the disheveled uniform of a pikemaster chased my master into the river.

"I'll help you!" I cried, but, too soon I found the true quarry for that pike-goblin. In horror, I found that its quarry was ME.

Title: **The Huntress Suddenly Perishes**
Post by: **Timeless Bob** on **September 25, 2014, 07:13:56 am**

I wish I was back home in the dim halls learning about stone and architecture again, for my knee has been ruined by that loathsome goblin, who broke my leg and would have done worse if I wasn't able to stick one of my bronze bolts in its neck! Of my master, there is no sign: He was swept down the river too quickly for me to follow, and I swim as well as I read, which is to say not at all. I have in my bag a a silver human coin, a silver human whip to go with it... no, I lie, it lays over there after I tried to strike the goblin with it... and four goblin teeth. My dagger has seen two or three kills, and my bolt may have seen one as well, for I hear the green hunter thrashing yonder in the brush.

No, it's not to be so - for it comes now, its red eyes agleam with malice, a dirty rag tied about the wound in its throat. I fear this may be the end for me. If only I could lay with the great hero in his cave below the hill, I would be satisfied.

Title: **Re: The Museum II; new adventure succession world**
Post by: **Timeless Bob** on **September 25, 2014, 07:18:14 am**

She lasted from the 3rd to the 10th. After all, it's proven that

Seven days make one weak!

(Should you check out the deities from "The Wayward Dagger", you may be pleasantly surprised as I was by the crossover from Museum I)

Title: **Re: The Museum II; new adventure succession world**
Post by: **Bralbaard** on **September 26, 2014, 01:51:35 am**

Quote from: Timeless Bob on September 25, 2014, 07:18:14 am

(Should you check out the deities from "The Wayward Dagger", you may be pleasantly surprised as I was by the crossover from Museum I)

:o. It seems he had to sacrifice his manliness in the process, but wow.. Time to start a cult of followers.. All hail Dishmab!

Title: **Re: The Museum II; new adventure succession world**
Post by: **Plancky** on **September 26, 2014, 11:42:50 am**

All Hail Dishmab!!

Title: **Re: The Museum II; new adventure succession world**
Post by: **Timeless Bob** on **September 26, 2014, 11:55:36 am**

Perhaps not all - The Wayward Daggers have a pretty interesting pantheon. I like The Heavenly Star, god of Rain and Thunder who always seems to be screaming - Zeus anyone? Or Tath the Goddess of Fate who always seems so solemn.

By the way, Dishmab is the Goddess of Fortresses...

Title: **Re: The Museum II; new adventure succession world**
Post by: **Deidei** on **September 27, 2014, 09:36:20 am**

Please add me to the que, this game is very interesting..

Title: **Re: The Museum II; new adventure succession world**
Post by: **Timeless Bob** on **September 27, 2014, 10:23:32 am**

Just finished the 3d model of Throneshields in Google Sketchup (Freeware). Here ya go:
<https://www.dropbox.com/s/pm8rcxqe2t9ldn4/Throneshields%20Museum%20II.skp?dl=0>

Now you can wander around the empty building. I built everything using 1mx1mx1.3m measurements, (assuming that dwarves would be @1m tall and need clearance for pickaxes and the like.) All assets are home-made: I made all the doors, latches, stairs, walls, tables, grates. ect... from scratch. This build took @ 30 hours to complete.

Here's some screen-shots, I have 13 total in the series: <http://imgur.com/a/mIm55>
Spoiler (click to show/hide)



However, since I've made all these assets, I can use them to FINALLY build Dinnerwandered, the original Museum and the sewers/catacombs underneath. That's the next big project.

Title: **Re: The Museum II; new adventure succession world**
Post by: **Bralbaard** on **September 27, 2014, 11:46:20 am**

Nice!

I added a link to this in the first post, if you don't mind.

Also, impressive work, I've been trying a bit of modeling in the past, put in the end, trying to get even basic textures on things was extremely painful, and I quit. I used blender though, not sketchup.

I've added Deidei to the list.

Title: **Re: The Museum II; new adventure succession world**
Post by: **Timeless Bob** on **September 27, 2014, 05:38:42 pm**

Quote from: Bralbaard on September 27, 2014, 11:46:20 am

Nice!

I added a link to this in the first post, if you don't mind.

Also, impressive work, I've been trying a bit of modeling in the past, put in the end, trying to get even basic textures on things was extremely painful, and I quit. I used blender though, not sketchup.

I've added Deidei to the list.

While it can be a powerful tool, Blender has almost as steep a learning slope as Dwarf Fortress.

Title: **Re: The Museum II; new adventure succession world**
Post by: **Timeless Bob** on **September 28, 2014, 02:33:25 am**

Here's the save file - I think whoever visits my Inn at Evenedanvils will find a few picturesque sights as well as a few hidden treasures. We didn't get a clear glass statue of Dishmab made, but *Doc Timeless, Gentledwarf Adventurer!* still has hopes of seeing such a thing encrusted with jewels grace the entrance-hall of the Museum some day.

Save is here: <https://www.dropbox.com/s/egxp03zc84dm8sj/museum%20II%20-%20Timeless%20Bob.zip?dl=0>

Title: **Re: The Museum II; new adventure succession world**
Post by: **Bralbaard** on **September 28, 2014, 03:00:41 pm**

That makes it Atomic Chickens turn. I'm traveling for work this week (to Italy, so it's not a bad thing) but this means you're unlikely to hear from me until friday. If my turn happens to come around a lot sooner than that, then the Lupanian can go first.

Edit: I have updated the map on the first page.

Title: **Re: The Museum II; new adventure succession world**
Post by: **tonnot98** on **October 01, 2014, 07:37:40 pm**

This seems to be going remarkably slowly for some reason. Everyone was so hyped about it restarting and now no one bats an eye.

Title: **Re: The Museum II; new adventure succession world**
Post by: **Timeless Bob** on **October 02, 2014, 12:03:20 am**

Quote from: tonnot98 on October 01, 2014, 07:37:40 pm
This seems to be going remarkably slowly for some reason. Everyone was so hyped about it restarting and now no one bats an eye.

If you look at the posting dates in the original game, it also had a few becalmed spots. The narrative doesn't show it, but often RL would get in the way after waiting for four months to get a turn. No worries, the game concept is proven sound and things will pick back up again.

Title: **Re: The Museum II; new adventure succession world**
Post by: **Bralbaard** on **October 03, 2014, 01:39:28 am**

No response from Atomic Chicken, I'm going to start my turn.

Edit: I had wanted to use Isoworld pictures, but sadly the game crashes while trying to export detailed maps. A known bug apparently, but I'll post an extra note: <http://www.bay12games.com/dwarves/mantisbt/view.php?id=7556>

Title: **Re: The Museum II; new adventure succession world**
Post by: **Azhf** on **October 04, 2014, 03:20:56 am**

Quote from: tonnot98 on October 01, 2014, 07:37:40 pm
This seems to be going remarkably slowly for some reason. Everyone was so hyped about it restarting and now no one bats an eye.

How was Italy?

Title: **Re: The Museum II; new adventure succession world**
Post by: **tonnot98** on **October 04, 2014, 09:08:08 am**

Quote from: Azhf on October 04, 2014, 03:20:56 am
Quote from: tonnot98 on October 01, 2014, 07:37:40 pm
This seems to be going remarkably slowly for some reason. Everyone was so hyped about it restarting and now no one bats an eye.

How was Italy?

I don't get it.

Title: **Re: The Museum II; new adventure succession world**
Post by: **pisskop** on **October 04, 2014, 09:10:48 am**

On the export bug. Its only when exporting structures or sites. Go figure. Diplomacy map worked okay.

Title: **Re: The Museum II; new adventure succession world**
Post by: **Bralbaard** on **October 04, 2014, 11:22:09 am**

Quote from: tonnot98 on October 04, 2014, 09:08:08 am
Quote from: Azhf on October 04, 2014, 03:20:56 am
Quote from: tonnot98 on October 01, 2014, 07:37:40 pm
This seems to be going remarkably slowly for some reason. Everyone was so hyped about it restarting and now no one bats an eye.

How was Italy?
I don't get it.

I was in Italy this week, food and weather were great, as expected. I was there for work, so didn't see that much.

Title: **Re: The Museum II; new adventure succession world**
Post by: **Bralbaard** on **October 05, 2014, 11:25:28 am**

Lomam Puzzledrinks was a mysterious character, historians agree that he lived around the time the museum of throneshields was founded. While little is known about his family, it is agreed that he likely started his life in Ageford. He was a remarkable tall man, able to wield a two-handed sword in a single hand. He did however not have the ambition to be an adventurer or soldier. As we can learn from the journals he kept, he was just looking for a good party, and booze.



The journal of Lomam Puzzledrinks

Life in Ageford has been a bit of a bore lately, all the good beer from the dwarves in Throneshields has been finished, and it's been a while since the last good party. Rumour has it that Creviceglad, the town along the western road has come under new leadership, and that this is being celebrated with a three week festival. In other words, it was not a difficult choice to leave.

Getting there has proven to be more of a problem though. The road to Creviceglad is a very dangerous one, certainly since the civil wars that have marked the last few years. I have taken some good quality leather armor and an iron twohander from the town stockpile. Nobody ever checks the stockpiles, and well, I'll promise to prevent the sword from getting rusty.

Around lunchtime I passed by a small encampment, where there was a small campfire burning, A small number of dwarves and humans were patrolling around the camp. The smell of good food, and fresh ale convinced me to ask if I could join for lunch. To my surprise the men jumped at me as if I was lunch. They were poorly armed, but apparently thought I was easy prey because I was outnumbered. They were probably right. I drew my two-hander, made a show of wielding it in one hand while grabbing my shield in the other, and carefully backed away, avoiding to get surrounded. It did not make much of an impression, but one of the dwarves misjudged the reach of my arm and sword, and I lashed out at him, causing a grievous wound to the chest. While he collapsed I took advantage of the surprise, and confronted the weakest of the humans before they could reorganize themselves, the elderly man was unarmed and unable to block my strike. Despite my own lack of skill I ran my sword through him, drew it back out, then I quickly backed away, and after a few urists, started to run...

Title: **Re: The Museum II; new adventure succession world**
Post by: **Bralbaard** on **October 05, 2014, 03:36:50 pm**

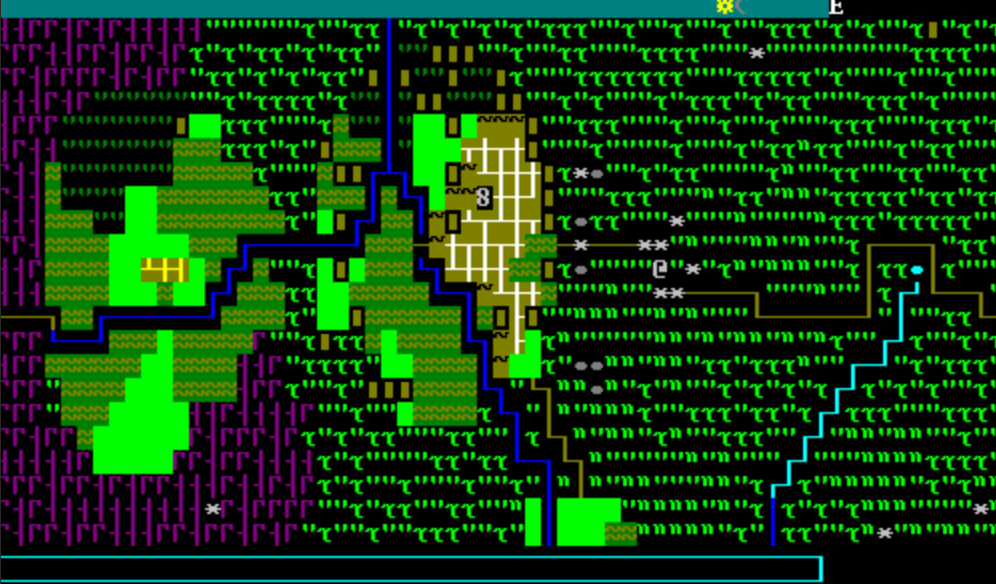
I managed to escape... Not one of the thugs has tried to chase me. While traveling the rest of the road I spotted several other groups of possible bandits and a vampire , but being more careful, I managed to avoid detection. I finally made it to the city.

Creviceglad was in ruins. Barely a house was occupied. The rumors about the festival were true though. It seemed that every building that had occupants left, had been turned into a tavern or bar. It was amazing. I wasted no time and headed for one of the taverns. It did not have a proper sign outside, but from the raised voices and the music anyone could tell that this was the real thing. I heard a few slightly more worrying noises, but thought nothing of it until I opened the door.

The sight was alarming. Half the bars occupants were on the floor, unconscious. This in itself is no uncommon sight in a tavern, but in this case not all were the victim of intoxication. There was a fight going on. An olm man was stabbing a drunk person in the head with a wooden spear, while a couple of peasants were in a fight with a amphibian man. The music had stopped by now, and the fight had definitely passed the stage were everybody suffers a few bruises and laughs about it the next morning after waking up. People were fighting for the kill here, with weapons drawn. I drew my sword and beheaded the olm man, then turned towards the amphibian man, just in time to see a priest stab it in the heart, after which it collapsed. It was not over yet. A few drunk people kept waving their swords and daggers in dangerous fashion, threatening to stab people, but in the end everyone calmed down. The drunk woman that had been stabbed in the face was actually still alive. Apparently the spear had been made of feather wood or something. It did not improve her looks though.

I do not remember much from the rest of the night. There was a lot of booze and it is all mixed up. There are pieces missing... incomplete.. Things I seem to remember that are not right.. (ooc: I had serious problems with the game crashing a lot in Creviceglad, so a few alternate histories of me exploring the taverns have been lost) What I do know, despite the headache, is that the town is in complete anarchy, fights like the one I witnessed are happening everywhere, and everybody is partying like its the last day on earth. Drunk people everywhere. The drunk woman that had been stabbed in the face, Eman Judgedmopped, is with me too. Not sure how that happened, but apparently I have been bragging about the dwarven beer from Throneshields, and I have apparently promised to go fetch her some. It's probably a better idea than staying at the festival in Creviceglad, that would certainly get me killed.

I decide to not waste too much time, and Eman and me leave after sobering up somewhat. I brag about how I avoided all the bandits the other day, but then I fail to pay attention and somehow we end up ambushed by an extremely unlikely amount of bandits and other low life:



We hardly have time to figure out what is going on, we somehow end up in a battle between vampires, goblins, beastmen, bandits and other criminals. There is hardly a way to tell who is attacking whom. In the confusion we try to fight our way out, I kill an olm man vampire after which we make a run for it. A naked feral looking man blocks our path, and I cut him open with my sword, we run, and run, until the sound of battle behind us fades. Gasping for breath I collapse to the ground. Eman, apparently still drunk, says I deserve a heroic title for this; Lomam Puzzledrinks the Sandaled Handle of Letters she calls me. I have a nasty feeling that the name will stick.

Title: **Re: The Museum II; new adventure succession world**
Post by: **Argonnek** on **October 05, 2014, 10:09:38 pm**

Either this is the most interesting adventure ever, or Lomam partook in more than just the beer...

Title: **Re: The Museum II; new adventure succession world**
Post by: **Eric Blank** on **October 06, 2014, 12:04:47 am**

How many outlaws ambushed you? O_o


Title: **Re: The Museum II; new adventure succession world**
Post by: **Timeless Bob** on **October 06, 2014, 12:22:42 am**

Quote from: Argonnek on October 05, 2014, 10:09:38 pm

Either this is the most interesting adventure ever, or Lomam partook in more than just the beer...

Spoiler (click to show/hide)

https://www.youtube.com/watch?v=X5Izm1LQfw4



Title: **Re: The Museum II; new adventure succession world**
Post by: **Bralbaard** on **October 06, 2014, 12:44:39 pm**

Quote from: Eric Blank on October 06, 2014, 12:04:47 am

How many outlaws ambushed you? O_o

There were a lot of different armies present, but not all of those were large. I'm not sure if everybody had the intention to ambush us either, a lot of them were probably just dragged along. The naked man for example was likely a werecreature in human form. I guess those wouldn't attack under normal circumstances. Anyhow a lot of them were suffering from complete morale failure or mental breakdown. There were a lot of outlaws and monsters running around in random circles, crying. It was weird and awkward for everyone involved. I guess the acid explanation makes sense too.

The tavern thing is due to a bug were entire cities could be taken over by taverns, it has been fixed in recent versions, but apparently creviceglad was converted before the fix occured.

Title: **Re: The Museum II; new adventure succession world**
Post by: **Bralbaard** on **October 06, 2014, 02:13:19 pm**

We made it to Throneshields. The dwarves however are unwilling to part with their beer. They say they have barely enough to last them through winter. I explain that me and my friend haven't got enough to make it through the week. The dwarf looks horrified by our misfortune, and tells us we might have more luck asking for booze at the famous distilleries at Strifefulglories the Ageless Honor, a famous dwarven mountainhome.

He presents us with an alternative too. Apparently they are willing to trade us a whole barrel of dwarven rum if we submit something to the museum of Throneshields. When I inquire what types of submissions would be permissible, he starts to rant about mighty artifacts, demon corpses, sea serpents and a lot of other fairytale stuff. Me and Eman decide to travel to Strifefullyglories instead.

Before setting of we decide to take a look at one of the natural wonders of this area. Just south of the museum, barely outside the dwarven-owned land, there is a mighty waterfall, many times taller than the museum. We drink a beer and stare into the falling water for a time, then finally refill our flasks with water and leave.

We travel around the mountain range of The Single Teeth. Night falls more quickly than expected, and we realize we can't get to the dwarven fortress in time. Eman tells me there should be a nearby elven site, known as Coverdale, that we can reach, and mumbles something about special plants and herbs. Indeed, after only a short journey in the direction she points out, the plant life is starting to look unnatural, as if possessed by some dark magic. We finally make it to the mighty trunks of a cluster of gigantic trees. Strangely enough, the trees, despite their dark twisted shapes, appear to be inviting us, welcoming us. I look around. There is not an elf in sight, but that doesn't mean they aren't there, watching. I suddenly feel drowsy, and that tree does look comfortable. we climb up to the first branches of one of the giant trees and fall asleep.

The next morning after waking up, I force myself to drink water (better save the last liquor for later), and eat some meat. Now that there is daylight the tree looks even taller. Incredibly tall. In fact, it should be possible to see Strifefullyglories, or maybe even Ageford from the top of that thing. I climb up, branch by branch. The view is truly amazing. If I climb just a bit higher I should be able to see...

You stand up.
You eat the pond turtle. ♀.
You drink the water [2].
You fail to grab the The Neutral Monastery, smooth coconut palm branches!
You fail to grab the The Neutral Monastery, smooth coconut palm branches!
You fail to grab the The Neutral Monastery, coconut palm trunk!
You fail to grab the The Neutral Monastery, coconut palm trunk!
You slam into an obstacle!
Your left hand takes the full force of the impact and the part splits in gore!
Your upper body takes the full force of the impact, bruising the muscle through the +honey badger leather cape+!
Your neck takes the full force of the impact and the part splits in gore!
Your right upper arm takes the full force of the impact, bruising the bone through the rope reed fiber robe!

.....

Title: **Re: The Museum II; new adventure succession world**
Post by: **Bralbaard** on **October 10, 2014, 02:54:17 am**

Here is the save game. Lupanian is up next.

<http://www.mediafire.com/download/2xae1n6uj3jm5e7/museum+II+--+turn+4+end.rar>

Title: **Re: The Museum II; new adventure succession world**
Post by: **Bralbaard** on **October 10, 2014, 03:57:25 am**

You give in to pain.
You regain consciousness.
You give in to pain.
You regain consciousness.
You give in to pain.
You regain consciousness.
You give in to pain.

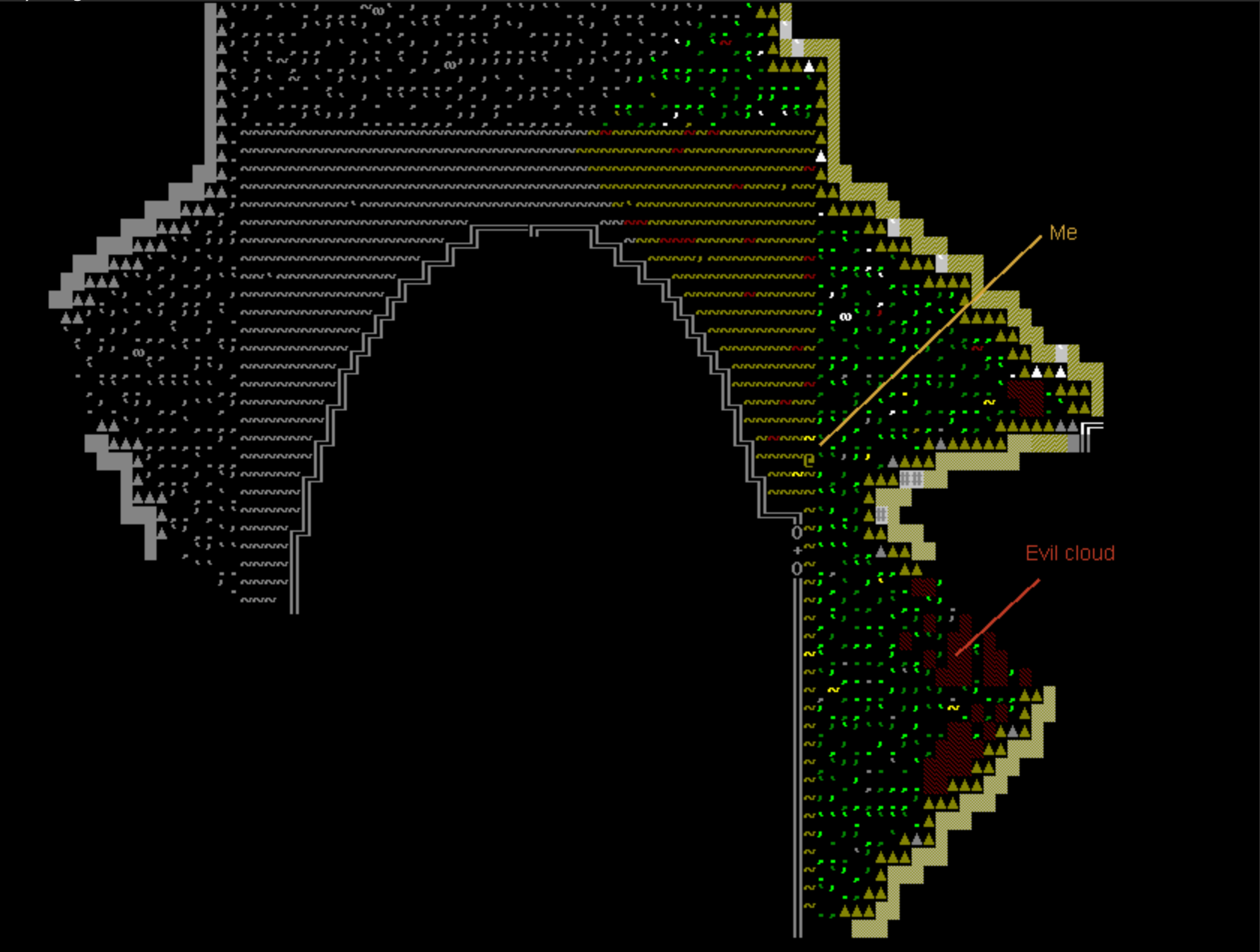
I felt sharp pain, but then there was something different.. I saw colors I had never seen before, dark tunnels with light at the end, Elven songs...The roots of the tree they.. they were growing into my head, fixing things. I was running over a rainbow.. There was a unicorn at the end of the rainbow, it was angry because I ate that poor turtle in the holy tree. It stabbed me with its horn, Then there was pain, and that dark tunnel again.

I wake up covered in tree roots, my neck feels a bit stiff. Other than that I'm feeling fine though. Not a scratch. Must have landed more softly than I thought. Sure have been lucky. Also, that was one weird dream. Eman was right about the magical herbs here. I find Eman under one of the other trees, unconcious. When she finally wakes up I find out she has drunk our entire supply of booze since she tought I had died. Great.

We travel a bit further east, and cross a river. After a while we pass some strange artificial ditches in the terrain. When I turn to Eman to ask what those are, I find out she is gone. I search, and scream her name but there is no response, and my tracking skill does not offer any clues. Worried, I continue, I haven't seen her since that last river we crossed.. I continue and see many more of the strange ditches and finally then finally I arrive at a large collection of square towers. With a shock I realize what those are, I must have wandered into the goblin city of Jackallabor.

Instinctively, I hide in the shadow of a glumprong tree, and watch for trouble. strange red clouds noisesly drift through between the towers. It is eerily silent, the city appears to be deserted. I decide to investigate. I have heard rumours that great treasures can be found in goblin keeps, and if this one is unguarded..

There is one tower that dwarves all the others, both in height and size. It is made of a dark material that somehow, looks more solid than anything I have ever seen.



Avoiding the unnatural clouds, I sneak in. Not a goblin in sight. The floor is covered under a thin layer of dust, confirming that the place is likely abandoned. Carefully I explore the building, working my way from the ground floor to the higher floors. The place is a maze, with many rooms both large and small. In some of these the goblins have stored armor, but none of it will fit me. There are weapons too, but nothing that looks like an improvement over my iron two handed sword.

There are many levers. At first I am a bit anxious that pulling these might trigger a trap, but studying the mechanisms I find they are

connected to the doors. It's high quality work too. All the doors still function, but they all lead to empty rooms, that remind me of prison cells.
I confidently stride through the hallways now, looking for treasure. I no longer sneak, and give up being silent. After bashing down a door for which I can't find the lever I find that may not have been so wise. I fall into the room on top of the unhinged door, making a terrible noise, then find a mighty and muscled goblin look down on me from the other end of the room. I try a friendly greeting, but his answer is clear:



Everything in his voice and movement tells me he will easily master me in combat. This goblin in his room in the top floor of the tower likely rules the place, even if he has nobody to rule over.

I trust on my longer legs and make a run for it. The goblin doesn't even try to keep up. I head back down, but somewhere end up taking a different staircase. All the halls I travel through are empty without a trace of other goblins. I decide to resume my treasure hunt, and descend deeper and deeper into the fortress, Until I arrive at a floor where there are no further downstairs.

I walk back up, but none of the rooms I walk through look familiar. The entire fortress seems to have magically rearranged itself, or am I still not sober?. The new layout forces me to walk back up, ever higher and higher, until I arrive at the top floor again, a different top floor. This time I do not bash the door down, but I sneak in. The goblin is there again, but he doesn't see me. I sneak up to him, wait until I have the perfect opportunity, then bring my sword down, his head flies of with one clean cut.

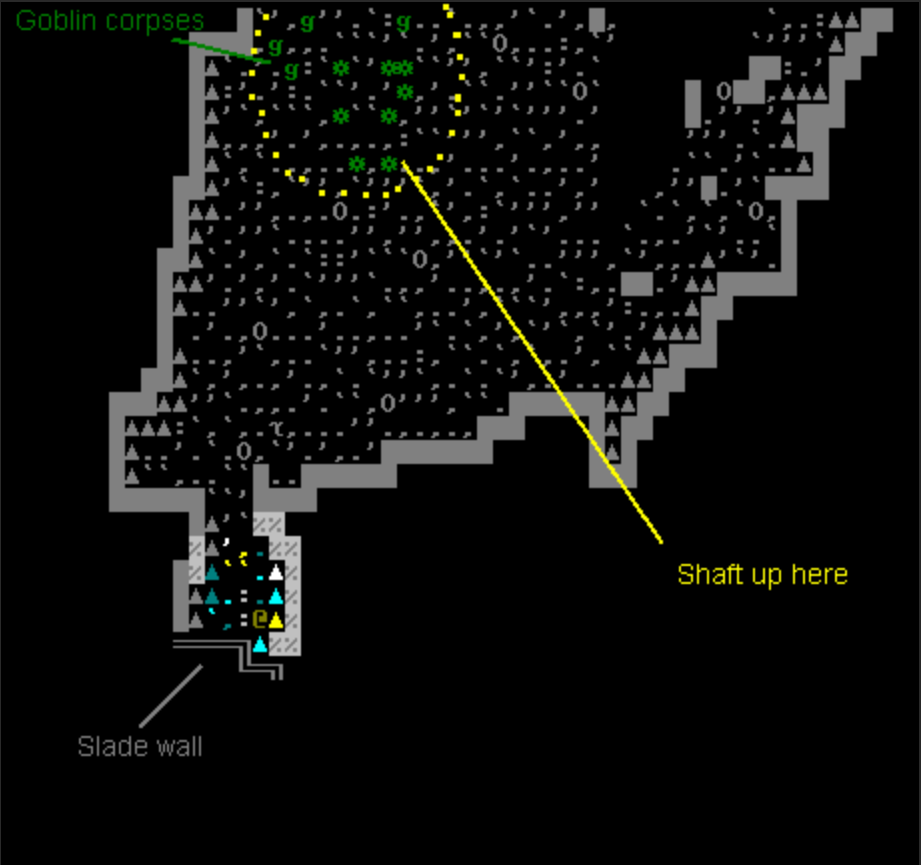
The rooms stay the same now. I look outside on the entrance level, but the entire landscape is covered in red clouds, I better stay inside a bit longer. I head back down, and explore every corner I can find. There is again a level where I can't continue further down, but the level above that has a narrow passage into a large underground cavern. While there is a lack of living goblins there is definitely not a lack of dead ones here. There is a huge heap of corpses in the centre of the room, There are holes in the cavern floor that seem like botomless pits. When I toss in a stone it takes at least 20 urist before I hear a sound. At the other end of the cavern I find an entrance to what must have been living quarters for the goblins. Its a dead end though, and completely abandoned.

The fortress is a dead end, but I won't be stopped that easily. I drop some of the heavy stuff I am carrying around, and then, slowly climb down the deep shaft.

(OOC: so somehow those horrible wounds from the fall all healed. My upper spine still shows up in cyan, which I think means a complete loss of function, but I'm doing fine actually. If Toady ever fixes that bug, my character will suddenly suffocate in seconds)

Title: **Re: The Museum II; new adventure succession world**
Post by: **Bralbaard** on **October 10, 2014, 05:15:45 am**

It is a long climb, but finally the shaft widens, opening up into a huge underground cavern. I'm still high above the cavern floor. There are strange underground plants growing here, and with great effort, I manage to reach one of them and use it to climb down further. There are more goblin corpses down here, these have probably been tossed down the shaft.



I discover that the structure of the goblin tower definitely continues this far down. There is a great slade wall down here with the same dimensions as the aboveground fortress. There is however no entrance. I find another shaft that leads further down still, and carefully climb down. After a similar distance as the first it opens up into another great cavern, but this one is completely flooded. There is a huge

underground lake down here. The water doesn't look inviting, and I can't swim, those are enough reasons to head back up. I saw too little of this cavern to know if the slade tower descends this deep down. Back in the tower dungeon of I explore a part I had previously missed. I find no connection to the mysterious lower dungeons of the goblin tower. I do however find some other living quarters. It's another dead end, but to my surprise I run into a human. She is friendly and introduces himself as Semod Buttondreams, the ringleader. With the goblin master gone, she apparently sees herself as the ruler of this place. Well, she can have the fortress, for all I care. I decide to stay for the night, but tomorrow I will travel to Strifefulglories.

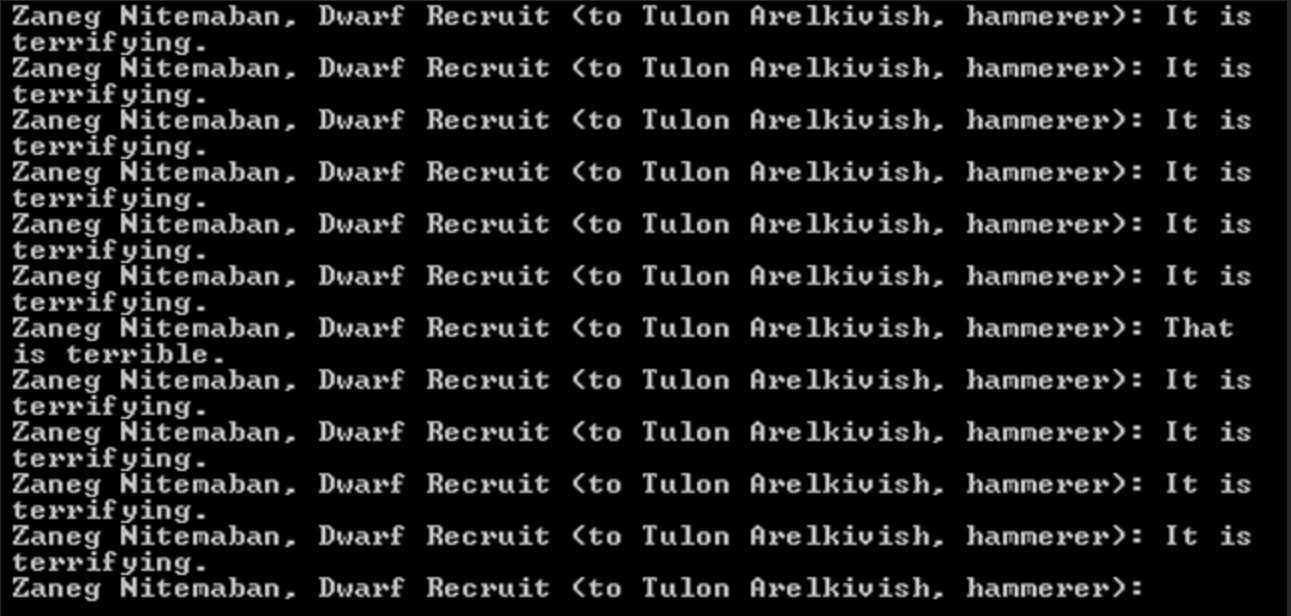
It's only a short distance to Strifefulglories, but it is no easy journey. The fortress lies in an incredibly dense jungle. The dwarves of Strifefulglories seem to have used this natural resource well. The fortress is surrounded by a wooden wall. I find an elf outside, looking at the wall with tears in his eyes. Typical.

I scale the walls and explore the fortress. Dwarves are most definitely better architects than goblins. The place is well organized, with straight corridors, and evenly spaced rooms. At first however, it seems like the elf outside is the only living inhabitant. I finally run into a dwarf, and he tells me that most of the inhabitants have fled after they were attacked not too long ago by some human warlord and his army.



There are some other dwarves on this level of the fortress. When I ask if I can buy some booze, they tell me they have run out. So much for the good advice from the dwarves from throneshields. Walking through the fortress I am indeed unable to find any stockpiled food or liquor. There is a well, but it only has muddy water. Without booze and food, this place will likely be quickly abandoned. The staircase connects to a large cavern system, like the goblin fortress did, but I do not feel like exploring the caves.

A scrawny and small female dwarf, Zaneg visionconstructs, asks if she can join me on my journey back to Throneshields. I agree but not much later come to regret that I did. She's suffering from some form of mental breakdown it seems, and most of our conversations go like this:



The hammerer she keeps referring too isn't even anywhere around. I only find him several hours later, hiding somewhere in a room. The hammerer is not actually wielding a hammer but something different, a strange artifact pick.



I will have to bring something back for the museum or this whole journey will have been for nothing, so I try to purchase the hammerer's pick in exchange for a large number of gems I had found earlier, but I'm unsuccessful. We head back up and I find something else I can offer to the museum instead. A large elven cage, that contains one of the most curious animals I have ever seen, a giant tortoise. The cage has some makeshift wheels, so me and Zane push it out of the fortress gates and start our journey back to the museum.

We travel until evening and make a campfire. Zane will keep the first watch. When I wake up I find the tortoise is gone! The cage is empty! Zane claims she hasn't seen anything during her watch. Not only is she suffering from a mental breakdown, but she is incompetent as well. It must have taken the tortoise hours to break out of that cage, and too walk of and disappear out of sight. I have had it with these dwarves. (ooc: apparently caged animals disappear when fast traveling or

sleeping)

I have the perfect gift for these bearded idiots and their museum. I will submit a sterling silver flask with loathsome slush I scooped up in the forest of beguiling earlier today. I'll pretend it is a flask with "Magical booze from Strifefulglories". They'll even trade me a barrel of real booze for it. The journey will have been worthwhile after all!

Allright that was fun. Sadly I had no time to build a fortress. I posted the save game a few posts above this one.

Title: **Re: The Museum II; new adventure succession world**
Post by: **tonnot98** on **October 10, 2014, 04:02:17 pm**

Aw man, I was hoping you would senselessly slaughter that guy for the artifact pick.

Title: **Re: The Museum II; new adventure succession world**
Post by: **The Lupanian** on **October 10, 2014, 04:40:18 pm**

I'm downloading the save now, wish me luck

Title: **Re: The Museum II; new adventure succession world**
Post by: **The Lupanian** on **October 11, 2014, 01:50:52 am**

http://www.mediafire.com/download/03ep9z5a35mxstb/museum_II_-_turn_5_end.zip
here is the save, I didn't make a fort because frankly I suck at fortress mode And I wanted to go ahead and post this because my internet is quite unreliable, I will begin posting the story soon
(if the save doesn't work just pretend my turn didn't happen)

Title: **Re: The Museum II; new adventure succession world**
Post by: **tonnot98** on **October 11, 2014, 10:24:50 am**

That was fast.

I'm just going to assume that you got murdered by a group of dingoes/bandits

Title: **Re: The Museum II; new adventure succession world**
Post by: **pisskop** on **October 11, 2014, 11:00:57 am**

[Quote from: tonnot98 on October 11, 2014, 10:24:50 am](#)
That was fast.
I'm just going to assume that you got murdered by a group of dingoes/bandits
Wolves be deadly in packs with a peasant.

Title: **Re: The Museum II; new adventure succession world**
Post by: **Bralbaard** on **October 11, 2014, 01:33:14 pm**

I'm looking forward to the story. Kalsb is up next..

Title: **Re: The Museum II; new adventure succession world**
Post by: **Timeless Bob** on **October 11, 2014, 04:25:34 pm**

Also, please put me on the turn list once more.

Title: **Re: The Museum II; new adventure succession world**
Post by: **The Lupanian** on **October 11, 2014, 06:06:18 pm**

I actually did submit something, there are two goblin skulls, one of them is a boss(a puny submission but a submission none the less)
sign me up for another turn please

Title: **Re: The Museum II; new adventure succession world**
Post by: **Bralbaard** on **October 12, 2014, 06:43:14 am**

The turn list has been updated, I'll put your submission in the museum once the story has been posted, that way I can post a bit more background information.

Title: **Re: The Museum II; new adventure succession world**
Post by: **Tavern** on **October 12, 2014, 07:11:46 am**

Ooh, is it too late to get onto this list? This looks like a lot of fun :D

Title: **Re: The Museum II; new adventure succession world**
Post by: **Tacomagic** on **October 12, 2014, 08:48:46 am**

If we can still sign up, I'd love a turn.

Title: **Re: The Museum II; new adventure succession world**
Post by: **Cptn Kaladin Anrizlokum** on **October 12, 2014, 12:58:14 pm**

Okay, I would like a turn if I can get one.

Title: **Re: The Museum II; new adventure succession world**
Post by: **Bralbaard** on **October 13, 2014, 01:24:03 pm**

[Quote from: Tavern on October 12, 2014, 07:11:46 am](#)
Ooh, is it too late to get onto this list? This looks like a lot of fun :D

I've updated the turn list, keep in mind that the turn list is long, it will likely take over half a year before it gets to you.

Title: **Re: The Museum II; new adventure succession world**
Post by: **Kalsb** on **October 17, 2014, 01:53:28 am**

Well, this was a surprise... I had no idea I was on the list. I really hope I don't have amnesia or something. Anyway, now's not a good time but since I'm already signed up, can I be bumped down a turn or too? I need some time to catch up.

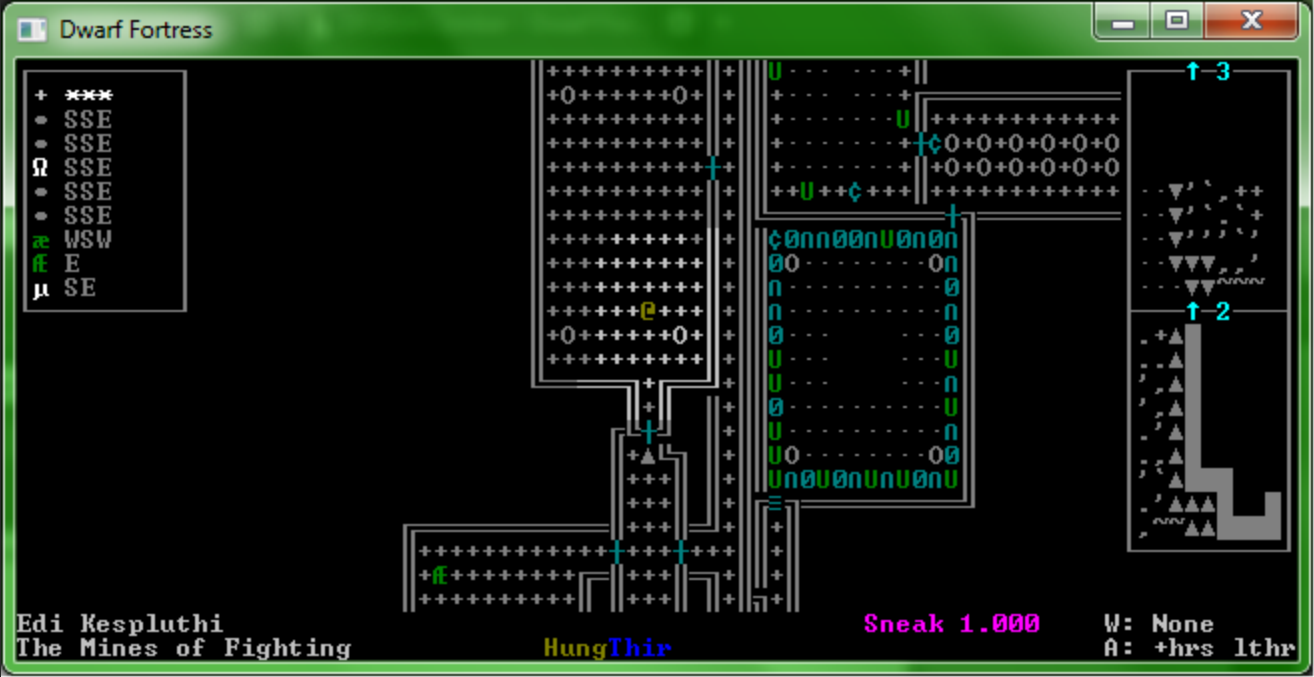
Title: **Re: The Museum II; new adventure succession world**
Post by: **Bralbaard** on **October 17, 2014, 06:21:58 am**

You probably signed up for the first museum game ages ago. The turn list for that game was more or less copied to this game because everybody agreed they'd rather play in the new DF version instead. (Note that the old museum game has had new signups since the list was emptied and is still running)

I'll move you down two places in the turn list. That makes it Argonnek's turn.

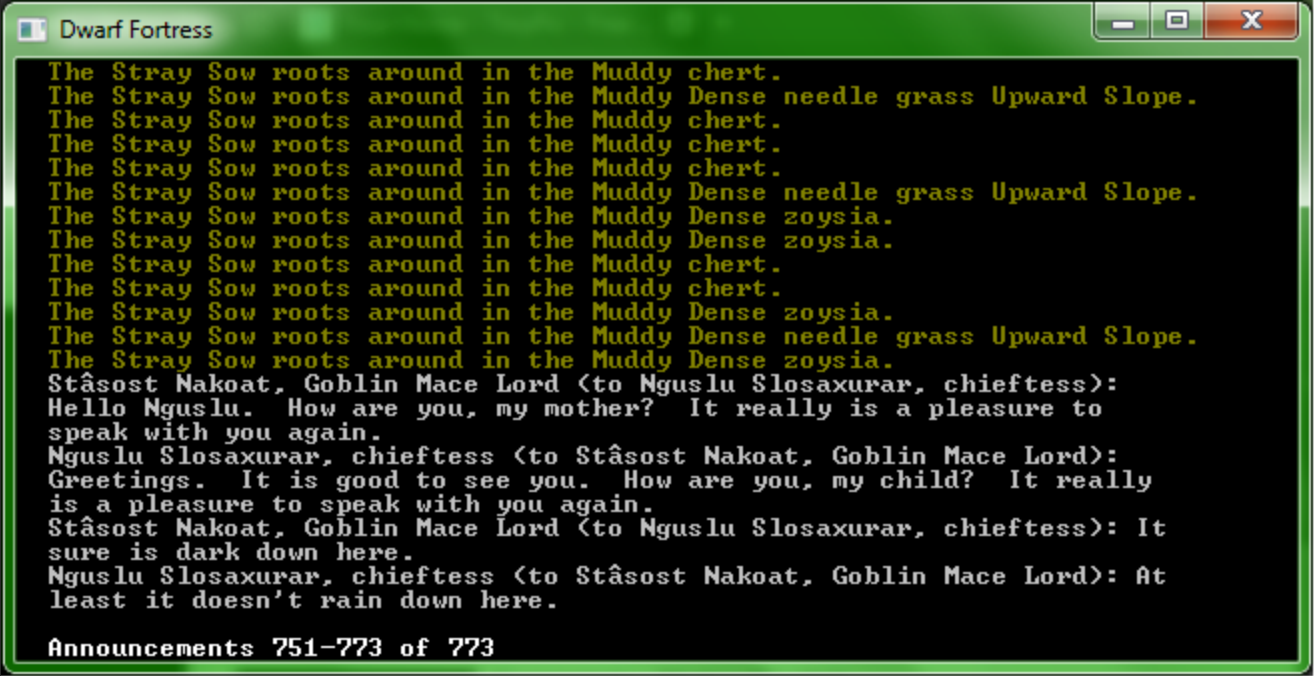
Title: **Re: The Museum II; new adventure succession world**
Post by: **Argonnek** on **October 17, 2014, 11:35:25 am**

My parents always told me that my curiosity would kill me, but I think they even those dirt farmers would be surprised at me this time.

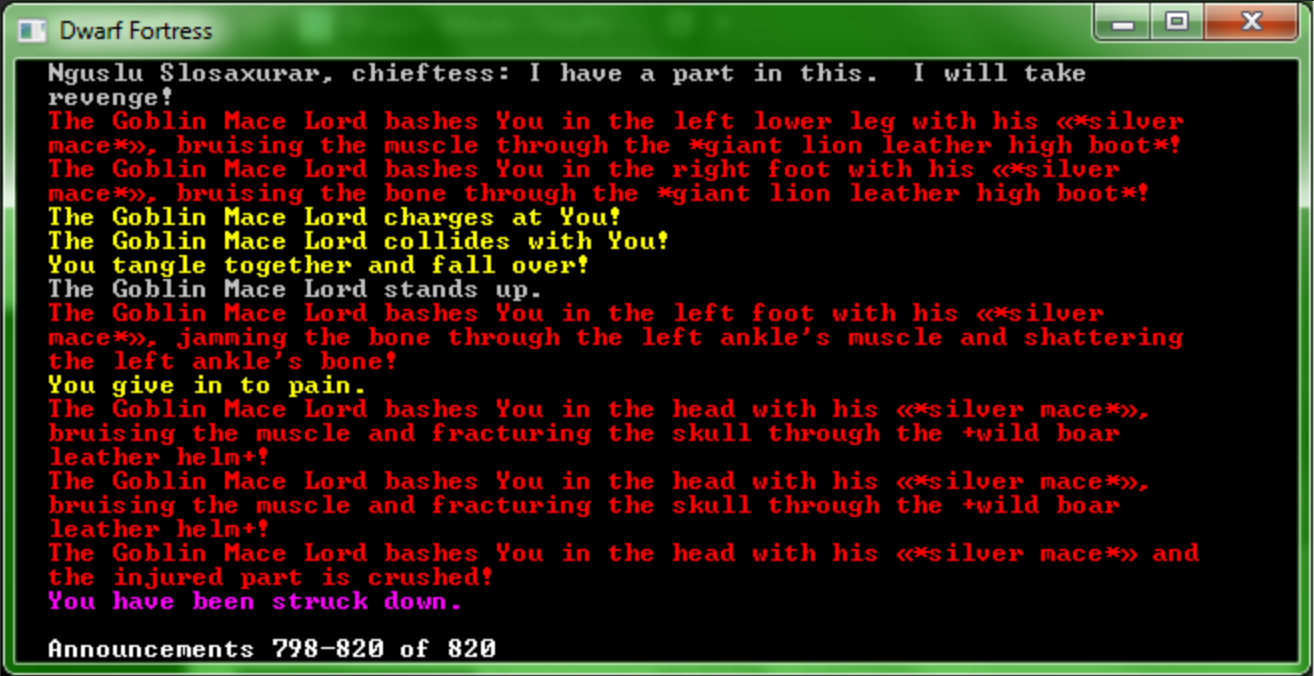


Yep, I'm trapped in the catacombs beneath Ageford, the town with a thousand priests. And I've run out of food.

But what's this? I hear something in the depths...



Why hello there. I seem to have found the bandits that have been harassing us for years now. Since I'm down here anyway, I should probably interrupt the family business. I sneak over and take up a crossbow from the corpse of one of their companions and then clumsily fire bolts at the chieftess. This was a terrible idea, as a nearby maceman jumps over and shatters my shoulder before everything goes dark.



Yet another short story that ends in (predictable) disaster.

The save is here, (https://www.mediafire.com/?fm891b2a8jcd45i) and please sign me up for another turn.

Title: **Re: The Museum II; new adventure succession world**
Post by: **Clabbage** on **October 20, 2014, 01:09:24 am**

Ouch, I believe that's one of the shortest stories posted in either of the Museums. Ah well, just means the turn list goes faster ;)

Title: **Re: The Museum II; new adventure succession world**
Post by: **Timeless Bob** on **October 20, 2014, 12:34:53 pm**

Armok wept (tears of laughter)

Title: **Re: The Museum II; new adventure succession world**
Post by: **Bralbaard** on **October 20, 2014, 01:45:48 pm**

The next player can start, it seems. At least we may feel comforted by the fact that it was a happy ending for this poor goblin family.

Lovely conversation too :D. according to the devblog characters will have more options to discuss their feelings and emotions in conversation in the next version, I wonder what that will lead to. I know Toady threatened us with a random poetry generator at some point.

Title: **Re: The Museum II; new adventure succession world**
Post by: **Timeless Bob** on **October 20, 2014, 02:20:13 pm**

Quote from: Bralbaard on October 20, 2014, 01:45:48 pm

The next player can start, it seems. At least we may feel comforted by the fact that it was a happy ending for this poor goblin family.

Lovely conversation too :D. according to the devblog characters will have more options to discuss their feelings and emotions in conversation in the next version, I wonder what that will lead to. I know Toady threatened us with a random poetry generator at some point.

Random poetry generator might also mean that the language will have a more complex syntax than the present tortured version!
Oooooooo!

Title: **Re: The Museum II; new adventure succession world**
Post by: **Bralbaard** on **October 20, 2014, 02:39:22 pm**

It was a comment made years ago, so don't get your hopes up. Also because of the expected quality of randomly generated poetry, it might be "for the best" if this feature is never actually completed.

Title: **Re: The Museum II; new adventure succession world**
Post by: **The Lupanian** on **October 20, 2014, 02:39:51 pm**

here's my story...

```
Oli Cusalidla, "Oli Trueangel", human

Proficient Swordsman      0/1000
Adequate Armor User       0/700
Novice Thrower            0/600
Dabbling Tracker          1/500
Novice Observer           0/600
Novice Reader             0/600
Novice Fighter            0/600
Adequate Wrestler         0/700
Competent Dodger          0/800
```

I am Oli Trueangel, I come from the town of Ageford, tired of this simple life, I desided it was time to cut my ties to this life of peasantry and set out for adventure,

```
Oli Cusalidla

A medium-sized creature prone to great ambition.

His hair is extremely long. He is tall and muscular. His short eyebrows are
extremely low. He has a scratchy voice. His head is extremely tall. His nose
bridge is convex. His nose is extremely short. His sepia eyes are slightly
close-set. His hair is taupe. His skin is dark peach.
```

I first went down into the catacombs of ageford passing the many holy men that this city is known to house.



I didn't find the equipment I was hoping for, but I stumbled unto a goblin boss, down on his luck his band had abandoned him, all but for one loyal companion, I slew them without much trouble and took thier skulls as remembrance.

The boss stands up.
Snamoz Bemonga, boss: Is that a weapon? What's going on?!

You jump away from The flying copper bolt!

The boss loses hold of the small troll fur hood.
The boss loses hold of the small gremlin leather cap.
The boss loses hold of the iron crossbow.

You slash The boss in the neck with your iron long sword and the severed part sails off in an arc!

Snamoz Bemonga, Goblin Crossbowman has been struck down.
fiber backpack.

The Goblin Axeman blocks The flying copper bolt with the iron shield!

Nguslu Duzobngokang, Goblin Axeman: Has the tide turned? I must press on!

The Goblin Axeman attacks You but You jump away!

The Goblin Axeman loses hold of the small giant cave spider silk hood.
The Goblin Axeman loses hold of the small cave spider silk cap.
The Goblin Axeman loses hold of the iron shield.
The Goblin Axeman loses hold of the copper great axe.

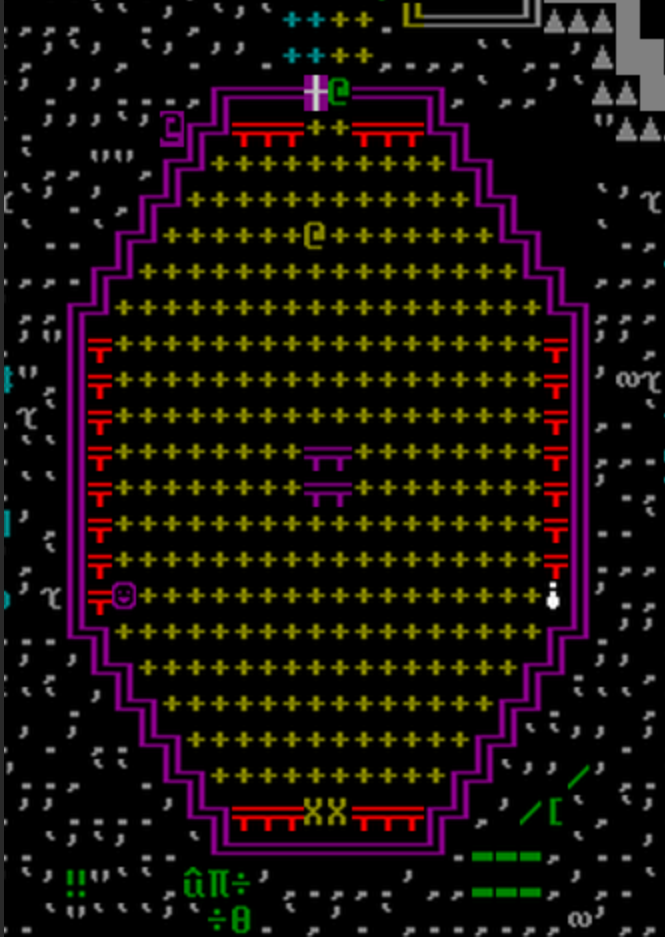
You slash The Goblin Axeman in the head with your iron long sword and the severed part sails off in an arc!

The Goblin Axeman has been knocked unconscious!

Nguslu Duzobngokang, Goblin Axeman has been struck down.

I heard tell of a museum to the south of ageford, a place were the mightiest of champions would place their artifacts for the world to witness and tales and songs would be written from the pieces of legend held within, I set of to this place, I knew in my heart that I was destined for glory.

I reached the museum, some small structures lied shambled around, poor dwarven workshops and tradeposts, but there, in the middle of this slum of dwarven shambles, laid the museum, a mighty stone monolith, a place were legends truly could be founded. I placed my skulls into its great hall, thinking that I would come later with a greater treasure that my name could ring upon for generations.



I set out to a nearby hamlet, finding that is was abandoned I went into the mead hall and there found enough armor to cover me, it was not all of the best metal, but not an inch of skin would be exposed to blade.

@: You: Greetings. My name is Oli Trueangel.
1: 'Doc Timeless' Likotnär, Gentledwarf Adventurer: Hello, human. I am
1: 'Doc Timeless' Inkyrawness.

I heard of some mysterious hunting lodge, and for there I set, on my way I met the legendary Doc Timeless, gentlemen adventurer, we exchanged tales of our travels and set on our separate paths,
I found the hunting lodge, I explored, finding it to be inhabited. though I found nothing of interest, I did not explore to thoroughly, I decided to leave its secrets to the hands of future adventurers, who knows what treasures it holds.

After that I'll be swimming with the fishes

Title: **Re: The Museum II; new adventure succession world**
Post by: **Rendell** on **October 21, 2014, 09:24:33 am**

Quote from: Kromgar on October 20, 2014, 10:42:58 pm

I noticed all those who have died are lacking something... They refuse to choke fluffy rabbits... for hours on end. You will all know the power of choking once I get my chance to play.

After that I'll be swimming with the fishes

This is right! We need more training montages of people wrestling the local fauna before they go out to be horribly murdered, this way they might stand a chance.

Title: **Re: The Museum II; new adventure succession world**
Post by: **TheFlame52** on **October 21, 2014, 03:23:33 pm**

In the latest, choking works much, much faster. Like two or three turns. It isn't a good way to train anymore.

Title: **Re: The Museum II; new adventure succession world**
Post by: **kesperan** on **October 22, 2014, 04:39:40 pm**

Choking Bogeymen is always fun. It's how my last guy in The Museum I got his Fighter skill to over 80000...

Title: **Re: The Museum II; new adventure succession world**
Post by: **Bralbaard** on **October 26, 2014, 02:42:50 pm**

According to the devlog df 40.14 has been released, and it includes a full thought/emotion wipe of every sentient creature. A noble attempt by the gods to bring some sanity to this world, but I doubt it will have the desired effect. We will see what the next adventurers have to report.

Also, there has been no response from thedwarfy1, it's Escondida's turn now.

Title: **Re: The Museum II; new adventure succession world**
Post by: **escondida** on **October 27, 2014, 03:32:36 pm**

Welp, I'm already dead. I'll try and build an interesting fortress in secret and get that uploaded in the next couple days.

The Short, Sad Tale of Datan Warmthtorch

Ugh...my head is throbbing. Where am I, anyway?

Spoiler (click to show/hide)

...ah. In the middle of the deep roads, surrounded by dead troglodytes, with my aunt's old sword and shield. That...that must've been some new year's party. I wonder which way I came from. Oh no! By Etom! I need to get home! I promised my parents I'd visit them *yesterday* to have a quiet, family New Year's Eve, but in all the excitement of the big New Year's Eve party in the dining hall, I just forgot! They must be worried, and mom'll give me that awful look she does. Okay, keep calm. I'll just pick a direction, and ask for help at the first fort I find. No problem. I'll get back in time for dinner, and we'll all have a laugh about my binge and black-out, and I'll be in time to resume duty on the third.

Spoiler (click to show/hide)
(It's a good thing she forgot her portable clockwork calendar, or she'd *really* freak out.)

It seems like I've been traveling down here for days. I come across a huge field of plump helmets, so I call out again and again hoping to find the farmer tending them, but no one comes. I guess the fort that grew them must be abandoned. For no reason I can explain I set several of them on fire. I mean, I *loathe* the things, ever since I lived in that one fort where all we ate was plump helmets and all we drank was wine, but arson? That's not me. It must be the caverns getting to me.

Spoiler (click to show/hide)

You have to be kidding me! How did they build the road *through* a magma pipe? Oh, Etom, no! The magma is spreading! It held its form until I got here, and then suddenly it all came rushing towards me! How will I ever escape?

Spoiler (click to show/hide)
(Fun fact: you can fast travel through a magma pipe, as long as it's on a road!)

Finally, at very the end of the road, I come across a ramp to the surface. The fortress here is also abandoned, save for one drunk not fit to give me any helpful information. Day is dawning as I emerge onto the surface, and it takes my eyes a while to adjust to the light, which is why it takes me a bit to notice where I am.

Spoiler (click to show/hide)

The Dead Lands. I decide to run for it. I've heard rumors of human holdings to the east of this blighted waste, and if I can make it there, maybe they can help me get ho--

Spoiler (click to show/hide)

Title: **Re: The Museum II; new adventure succession world**
Post by: **Nail** on **October 27, 2014, 05:26:29 pm**

Well, there are certainly worse ways to go than being kicked to death by a rhinoceros corpse...

Title: **Re: The Museum II; new adventure succession world**
Post by: **Kromgar** on **October 27, 2014, 10:41:25 pm**

Quote from: TheFlame52 on October 21, 2014, 03:23:33 pm
In the latest, choking works much, much faster. Like two or three turns. It isn't a good way to train anymore.

Oh thats good. Because I tend to also break their joints... repeatedly far more effective than choking

Title: **Re: The Museum II; new adventure succession world**
Post by: **Kromgar** on **October 27, 2014, 10:42:48 pm**

Quote from: Bralbaard on October 26, 2014, 02:42:50 pm
According to the devlog df 40.14 has been released, and it includes a full thought/emotion wipe of every sentient creature. A noble attempt by the gods to bring some sanity to this world, but I doubt it will have the desired effect. We will see what the next adventurers have to report.
Also, there has been no response from thedwarfy1, it's Escondida's turn now.

Free mind cleanings for all please enter the brain wash chamber to scrub out that personality and memory

Title: **Re: The Museum II; new adventure succession world**
Post by: **Bralbaard** on **October 28, 2014, 02:05:02 am**

Quote from: escondida on October 27, 2014, 03:32:36 pm
Ugh...my head is throbbing. Where am I, anyway?
Spoiler (click to show/hide)
...ah. In the middle of the deep roads, surrounded by dead troglodytes, with my aunt's old sword and shield. That...that must've been some new year's party. I wonder which way I came from.

First victim of the thought wipe..

Title: **Re: The Museum II; new adventure succession world**
Post by: **escondida** on **October 28, 2014, 10:43:51 am**

Hehe, to tell you the truth, I haven't bothered to update to 0.40.14 yet! Maybe she was just an early victim...somehow. Or maybe she just got really, really, really drunk, even for a dwarf. (-:

Title: **Re: The Museum II; new adventure succession world**
Post by: **kevinfragger2427** on **October 28, 2014, 10:01:03 pm**

An adventure? Sign me up!

If it's not to late, I'd like to partake in some of this madness, being an extremely ~~d-rated comedian~~ talented cheesemaker barbaric masochist myself.

EDIT: Oh, I wasn't aware the save was still in 40.13. Is it okay to play with .14?

Title: **Re: The Museum II; new adventure succession world**
Post by: **Eric Blank** on **October 29, 2014, 12:16:58 am**

The only way to find out is to do it. If irreversible crashes result, you will probably be forgiven. And that would suck, because bralbaard would be left starting a new world. Again.

Title: **Re: The Museum II; new adventure succession world**
Post by: **Aelund** on **October 29, 2014, 02:58:39 am**

I'd like to sign up too, even though I probably won't get to play for a year or so, lol. Will be watching for now :>

Title: **Re: The Museum II; new adventure succession world**
Post by: **kevinfragger2427** on **October 29, 2014, 09:14:14 am**

The new emotion-system may be what breaks the save, since it introduces several new mechanics. (adding new emotions with circumstances is more hardcode-y than it sounds)

Title: **Re: The Museum II; new adventure succession world**
Post by: **Bralbaard** on **October 29, 2014, 02:40:40 pm**

Quote from: kevinfragger2427 on October 28, 2014, 10:01:03 pm
An adventure? Sign me up!
If it's not to late, I'd like to partake in some of this madness, being an extremely ~~d-rated comedian~~ talented cheesemaker barbaric masochist myself.
EDIT: Oh, I wasn't aware the save was still in 40.13. Is it okay to play with .14?

I'll update the turn list.

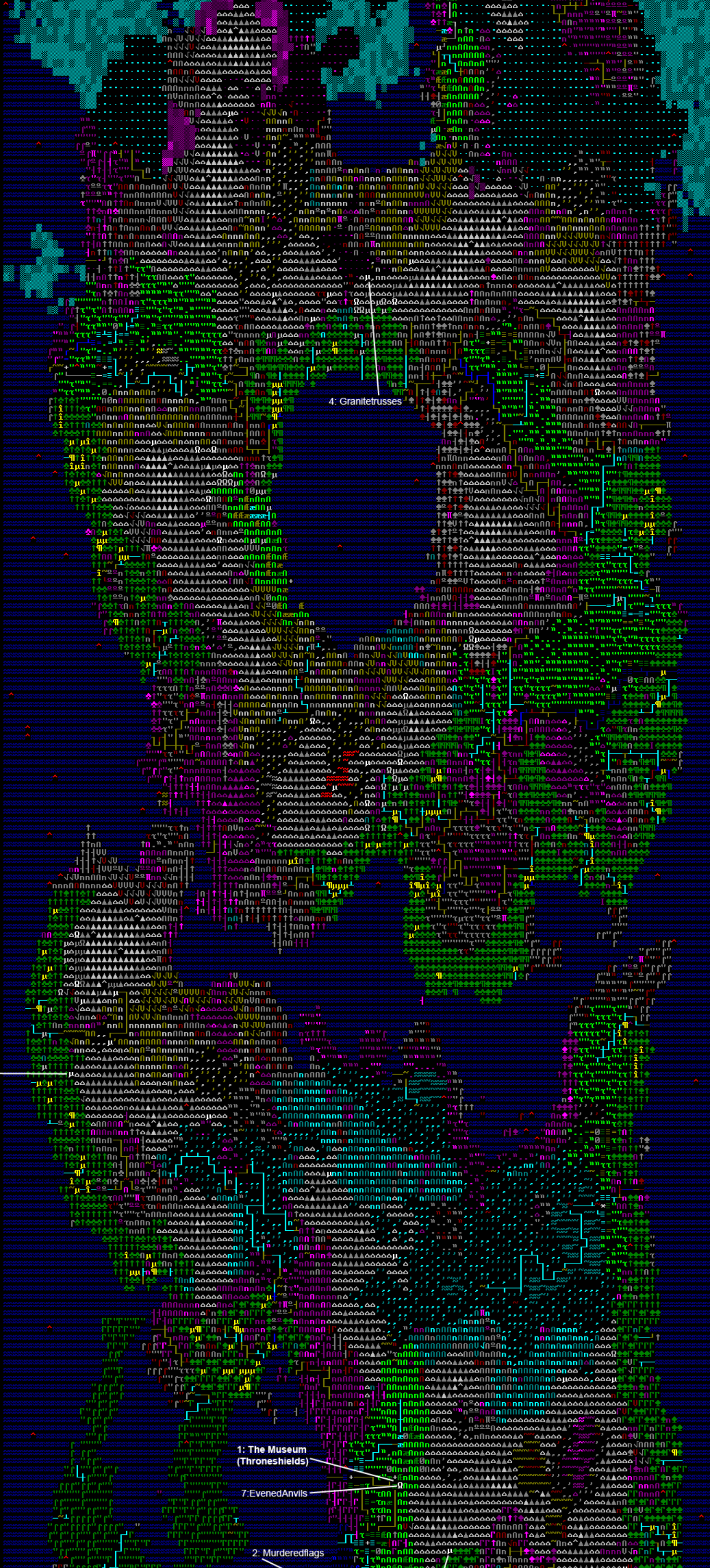
Based on previous experience, I'd expect our game to be foreward compatible with any upcoming 40.xx versions. Future versions will likely have less bugs, so we'll likely play whatever is the last version.

Title: **Re: The Museum II; new adventure succession world**
Post by: **Bralbaard** on **October 31, 2014, 05:09:08 am**

Escondida just send me the save game, and I have just added his new fortress to the map.
It is obvious that the dwarves have taken inspiration from the naming scheme used for the real world location of "greenland". They may have taken it a bit to far though :D .

Spoiler (click to show/hide)





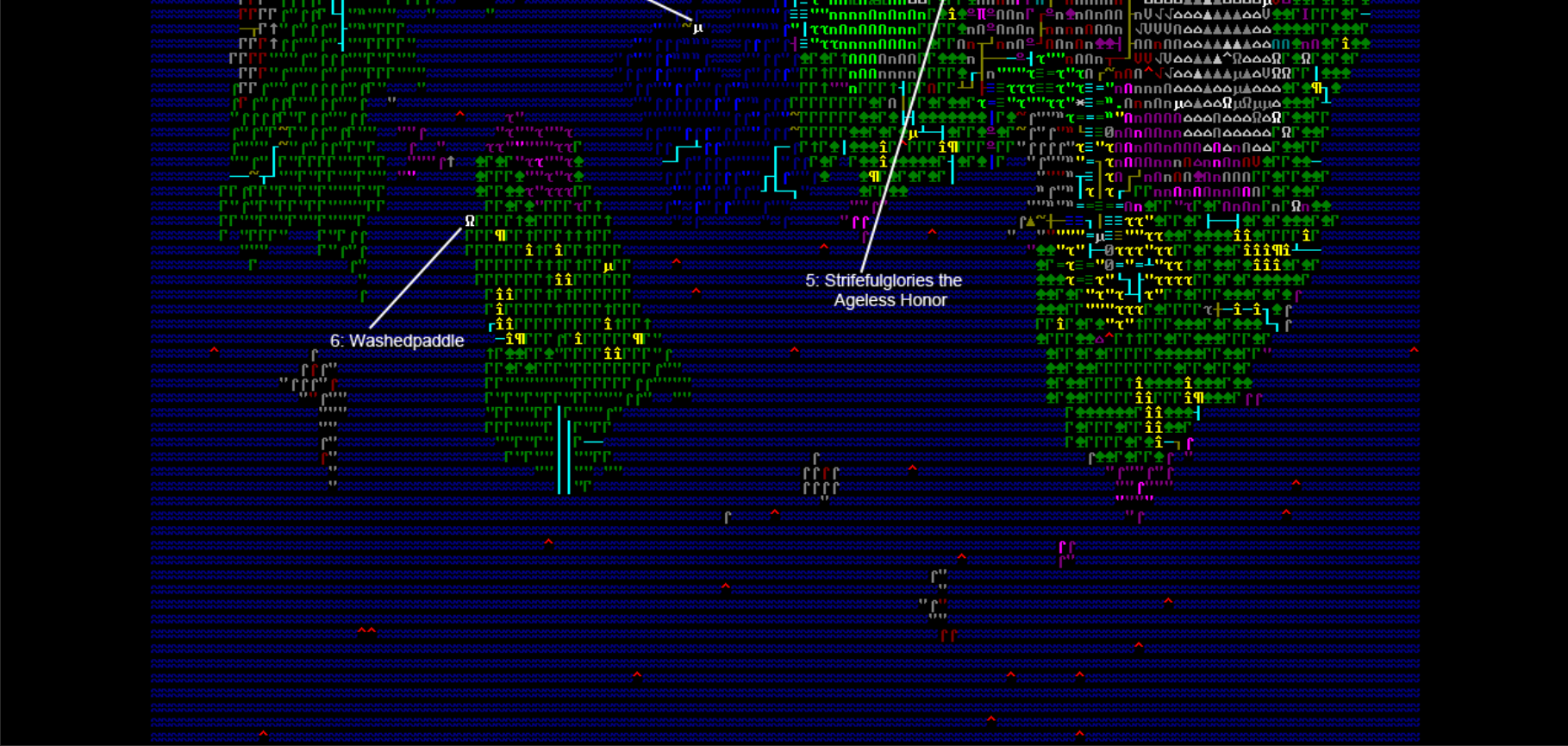
3: Bookamazes

1: The Museum
(Throneshields)

7: EvenedAnvils

2: MurderedFlags

4: Granitetrusses



It's Kalsb's turn.

Title: **Re: The Museum II; new adventure succession world**
Post by: **Kalsb** on **October 31, 2014, 11:10:54 pm**

Alright, this time I'm prepared! I'll get started on this tomorrow.

Title: **Re: The Museum II; new adventure succession world**
Post by: **Kalsb** on **November 02, 2014, 01:47:03 pm**

I've... made a grave mistake. Here I am, desperately crawling away from a horde of zombies in the middle of the night. Maybe I can make it into that lake. Zombies can't swim, right? Oh, where did I go wrong?

My name is Mosus. For as long as I can remember, my childhood friend, Logem, and I have always wanted to go on adventures. We've heard countless stories of fantastic people doing amazing deeds, overcoming all odds. We had hoped to be among them. So we trained. Him with the mace, and I with the sword. We got pretty good, at least that's what we thought, and we decided it was time to follow our dream. We heard of a tower filled with untold horror and decided that conquering it would make us heroes. In the midsummer of 1063, we began wandering the wilds. I didn't exactly know where we were going, I just knew it was north somewhere. Along the way we encountered a large reptile that Logem thought might have been one of the many dragons we heard about. We attacked the beast, but it wanted nothing to do with us and ran. Didn't even breathe fire, what a disappointment. Eventually, the stench of death overcame us as we approached the blood soaked wall of the tower. There were some elves hanging around it. Curious, I approached them to ask about this place when I realized they were dead. This must be the place then... Logem was immediately overcome with fear and ran off. Probably the wisest solution, if I had ran with him, maybe he'd still be alive... Of course, I didn't want to give up so easily. I backed away slashing wildly at the increasing group of zombies. It became apparent that they were too fast. I too began to run. I ran past Logem who, only now, had acquired the bravery required to tackle such a horde. I realized I couldn't just leave my friend behind and turned around to help him. But it was too late, they had swarmed him. I couldn't get to him. I had to watch as they knocked him out and proceeded to bash his head in. I wasn't about to let that happen to me. I broke into a full on sprint, and so did the horde. There was no way I could outrun them, I was already feeling tired. My legs can't take it. I'm on the ground, and they're already upon me. Maybe I can just reach the water...

Unfortunately, Mosus suffered the same fate as his dear friend. One kick and he was out like a light. The other zombies decided took turns punching his head until it was an unrecognizable lump. And that children, is why you should always stay inside the fortress walls. The world is a dangerous place, now get back to the farms.

Title: **Re: The Museum II; new adventure succession world**
Post by: **Argonnek** on **November 02, 2014, 03:09:40 pm**

I think the new version is going to make a great deal of short stories.

Title: **Re: The Museum II; new adventure succession world**
Post by: **Kalsb** on **November 02, 2014, 06:38:07 pm**

Yeah, that over exertion really screwed me over. I should have put more points in endurance.

Title: **Re: The Museum II; new adventure succession world**
Post by: **Bralbaard** on **November 03, 2014, 01:50:16 pm**

Don't mess with the undead in this version.. It never ends well.

Are you building a fortress now?

Title: **Re: The Museum II; new adventure succession world**
Post by: **Kromgar** on **November 04, 2014, 01:20:28 pm**

I'll train endurance into my character. Because your enemy can't do much if you broke all their limbs and YOU pass out from exhaustion.

I havn't played adventure since the release of this patch so I may get proven wrong.

Title: **Re: The Museum II; new adventure succession world**
Post by: **Kalsb** on **November 04, 2014, 03:59:46 pm**

I was contemplating making a fortress but I couldn't really come up with any ideas.

Here's the save: <http://dffd.wimbli.com/file.php?id=10024>

Title: **Re: The Museum II; new adventure succession world**
Post by: **Kromgar** on **November 04, 2014, 04:42:55 pm**

Quote from: Kalsb on November 04, 2014, 03:59:46 pm

I was contemplating making a fortress but I couldn't really come up with any ideas.

Here's the save: <http://dffd.wimbli.com/file.php?id=10024>

I'll start my turn tomorrow

Edit: Curse you Plancky I wish you weren't ahead in line

Title: **Re: The Museum II; new adventure succession world**
Post by: **Plancky** on **November 04, 2014, 07:49:57 pm**

Quote from: Kromgar on November 04, 2014, 04:42:55 pm

Quote from: Kalsb on November 04, 2014, 03:59:46 pm

I was contemplating making a fortress but I couldn't really come up with any ideas.

Here's the save: <http://dffd.wimbli.com/file.php?id=10024>

I'll start my turn tomorrow

Edit: Curse you Plancky I wish you weren't ahead in line

Lol! Well I am downloading now.

Title: **Re: The Museum II; new adventure succession world**
Post by: **Plancky** on **November 05, 2014, 01:14:23 am**

The Writings of Thestar Notlithmörul (Thestar Ruinedpages)

25th of Malachite, 1063

I Thestar am a member of The Purple Letter a dieing stump of dwarven civilization. The Crazy Conflict has been going poorly for us. We are down to two outposts, Cloutedchambers and Wettrumpets. Wettrumpets being were I am embarking from. I am setting out on a journey for fame and glory and hopefully, my name will burn brightly in time. Blessed be the Brain of Papers!

There is those who want me to recover kidnapped children, but I am more interested in having my name recorded at Throneshields. I recruit a speardwarf, Zuglar Ducimsosh (luckly has no family in case of accidents) to assist me in my journey.

I arrived at Tribemanors, Troglodytes are here at the underground entrance. My compainion gets spooked of by troglodytes, found nothing interesting here.

Spoiler (click to show/hide)

Create Your Character

Skill remaining: 0

Race: Dwarf, Hero

Attributes remaining: 0

Above Average Strength

High Agility

Above Average Toughness

Above Average Endurance

Average Recuperation

Average Disease Resistance

Average Analytical Ability

Average Focus

Above Average Willpower

Average Creativity

Average Intuition

Average Patience

Average Memory

Average Linguistic Ability

Above Average Spatial Sense

Very Low Musicality

Average Kinesthetic Sense

Average Empathy

Low Social Awareness

10

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Not Marksdwarf

Not Macedwarf

Not Speardwarf

Not Swordsdwarf

Not Hammerdwarf

Adequate Axedwarf

Not Fighter

Not Archer

Novice Observer

Novice Swimmer

Adequate Climber

Not Ambusher

Novice Tracker

Skilled Shield User

Adequate Armor User

Adequate Dodger

Not Wrestler

Not Striker

Not Kicker

Not Biter

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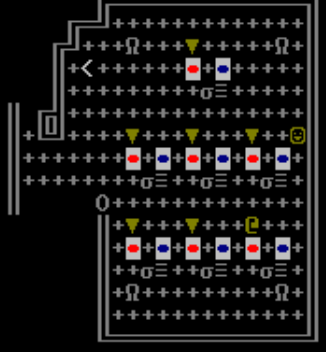
5

Enter: Done

ESC: Back

829346: Scroll

--+ to change



Name: Thestar Notlithmörul, "Thestar Ruinedpages"

Race: Dwarf, ♂, Hero

Background:

You are a peasant in Wettrumpets, a dwarven mountain halls, and you have never strayed far from home. You are a worshipper of The Brain of Papers, the god of writing.

You've finally got your equipment together, such as it is.

You: Come, join me on my adventures!

Zuglar Ducimsosh, Speardwarf: I will agree to travel with you if you lead me to glory and death.



rm and the right shoulder collapses!

orn!

n Your right upper arm.

right upper arm.

and!

muscle!

ig tail fiber cap!

hestar Notlithmörul

he Barb of Judging

The Giant Bat bends Your right upper arm with The Giant Bat's left upper

A ligament in the right shoulder has been torn and a tendon has been

You lose hold of the large copper dagger.

You lose hold of the steel battle axe.

You give in to pain.

The Giant Bat releases the joint lock of The Giant Bat's left upper arm

The Giant Bat releases the grip of The Giant Bat's left upper arm on Your

The Giant Bat grabs You by the third finger, left hand with his left

The Giant Bat bites You in the head, tearing the muscle!

An artery has been opened by the attack!

The Giant Bat latches on firmly!

The Giant Bat shakes You around by the head, tearing apart the head's

An artery in the head has been opened by the attack!

The Giant Bat bites You in the head, tearing apart the muscle through the

An artery has been opened by the attack!

The Giant Bat latches on firmly! [MORE]

You are deceased. Press ESC to finish.

Title: **Re: The Museum II; new adventure succession world**

Post by: **Deus Asmoth** on **November 05, 2014, 08:51:41 am**

Kromgar is good at cursing people, I guess.

Title: **Re: The Museum II; new adventure succession world**

Post by: **Kromgar** on **November 05, 2014, 09:37:36 am**

Welcome to the caverns

Title: **Re: The Museum II; new adventure succession world**

Post by: **Kromgar** on **November 05, 2014, 11:18:40 am**

So i decided to load up the save before plancky's because I was bored...

[Spoiler](#) (click to show/hide)



My first kill. Still havn't figured out how to get to the surface yet. Also i'm following all the rules for the Museum during my playthrough

Title: **Re: The Museum II; new adventure succession world**
Post by: **kesperan** on **November 05, 2014, 01:25:41 pm**

Museum II is brutal!

Title: **Re: The Museum II; new adventure succession world**
Post by: **Bralbaard** on **November 05, 2014, 02:02:27 pm**

Quote from: kesperan on November 05, 2014, 01:25:41 pm
Museum II is brutal!

It is. Out of nine adventurers only one survived, the others all died very fast, to rather mundane enemies. I only survived because I basically ran away from anything that seemed remotely dangerous. I was lucky too that some of my adversaries were suffering from broken morale (which may have been fixed since).

I think it would be a good time to evaluate the options here. We could move the allowable starting level for adventurers up to demigod... but that might be overkill. We could do it and have another evaluation moment, after player 20 for example, to see how it turns out. By that time things might have changed in-game (necromancer books or other benefits might be available at the museum for example, or a patch might have made things easier). We could also wait a bit longer or we could decide that the difficulty level is fine, after all we're moving through the turn list fast now :-)

So what do people think?

Title: **Re: The Museum II; new adventure succession world**
Post by: **Kromgar** on **November 05, 2014, 02:53:22 pm**

Quote from: Bralbaard on November 05, 2014, 02:02:27 pm
Quote from: kesperan on November 05, 2014, 01:25:41 pm
Museum II is brutal!

It is. Out of nine adventurers only one survived, the others all died very fast, to rather mundane enemies. I only survived because I basically ran away from anything that seemed remotely dangerous. I was lucky too that some of my adversaries were suffering from broken morale (which may have been fixed since).

I think it would be a good time to evaluate the options here. We could move the allowable starting level for adventurers up to demigod... but that might be overkill. We could do it and have another evaluation moment, after player 20 for example, to see how it turns out. By that time things might have changed in-game (necromancer books or other benefits might be available at the museum for example, or a patch might have made things easier). We could also wait a bit longer or we could decide that the difficulty level is fine, after all we're moving through the turn list fast now :-)

So what do people think?

I think we stay at hero and peasant. I think people arn't careful enough and training skills

Title: **Re: The Museum II; new adventure succession world**
Post by: **kesperan** on **November 06, 2014, 04:24:12 am**

Adventure mode has changed so much that it is still something to learn.

I've really struggled to get into it.

I am sure things will improve with time.

Title: **Re: The Museum II; new adventure succession world**
Post by: **Timeless Bob** on **November 06, 2014, 05:18:36 am**

I say keep it at peasant or hero - the world is a much more real simulation of why we don't have heroes running around all the time. I like it.

Title: **Re: The Museum II; new adventure succession world**
Post by: **Eric Blank** on **November 06, 2014, 04:43:58 pm**

The matter is simple: we have yet to learn to exploit the new system properly. With time we shall find more success. For now, die hilariously and tell us all about it!

Title: **Re: The Museum II; new adventure succession world**
Post by: **escondida** on **November 07, 2014, 12:13:31 pm**

Quote from: Kromgar on November 05, 2014, 02:53:22 pm

Quote from: Bralbaard on November 05, 2014, 02:02:27 pm

Quote from: kesperan on November 05, 2014, 01:25:41 pm

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So what do people think?

I think we stay at hero and peasant. I think people aren't careful enough and training skills

Not necessarily; what happened to my adventurer during her blackout was a pretty stringent training regimen involving swimming, sneaking, wrestling and beating up cavern animals, and more. I just figured it would be boring, so I left it out. Undead will just kill you very, very dead now. That said, I'm cool to keep it at hero/peasant. A world this evil should be difficult to survive in.

Maybe it would be a good idea to build a series of bastions in the evil lands near the museum...(she said, carefully not mentioning her barely-started Arctic holdfast far, far away from those evil lands). That would at least help adventurers find some shelter when trying to cross them.

By the way, Bralbaard, would it be alright to sign up for another turn at the end of the list?

Title: **Re: The Museum II; new adventure succession world**
Post by: **Bralbaard** on **November 07, 2014, 02:08:24 pm**

I've added you to the list.

We'll keep the starting level at hero/peasant.

Title: **Re: The Museum II; new adventure succession world**
Post by: **Kromgar** on **November 09, 2014, 11:17:25 am**

Been messing around in the save and the new quest menu is horrible. Good god its so hard to get info on where to go for a quest now.

Been messing around in an elven retreat breaking my bones jumping from tree to tree.

Edit: PS don't start on an island its suffering

Title: **Re: The Museum II; new adventure succession world**
Post by: **Timeless Bob** on **November 09, 2014, 04:58:34 pm**

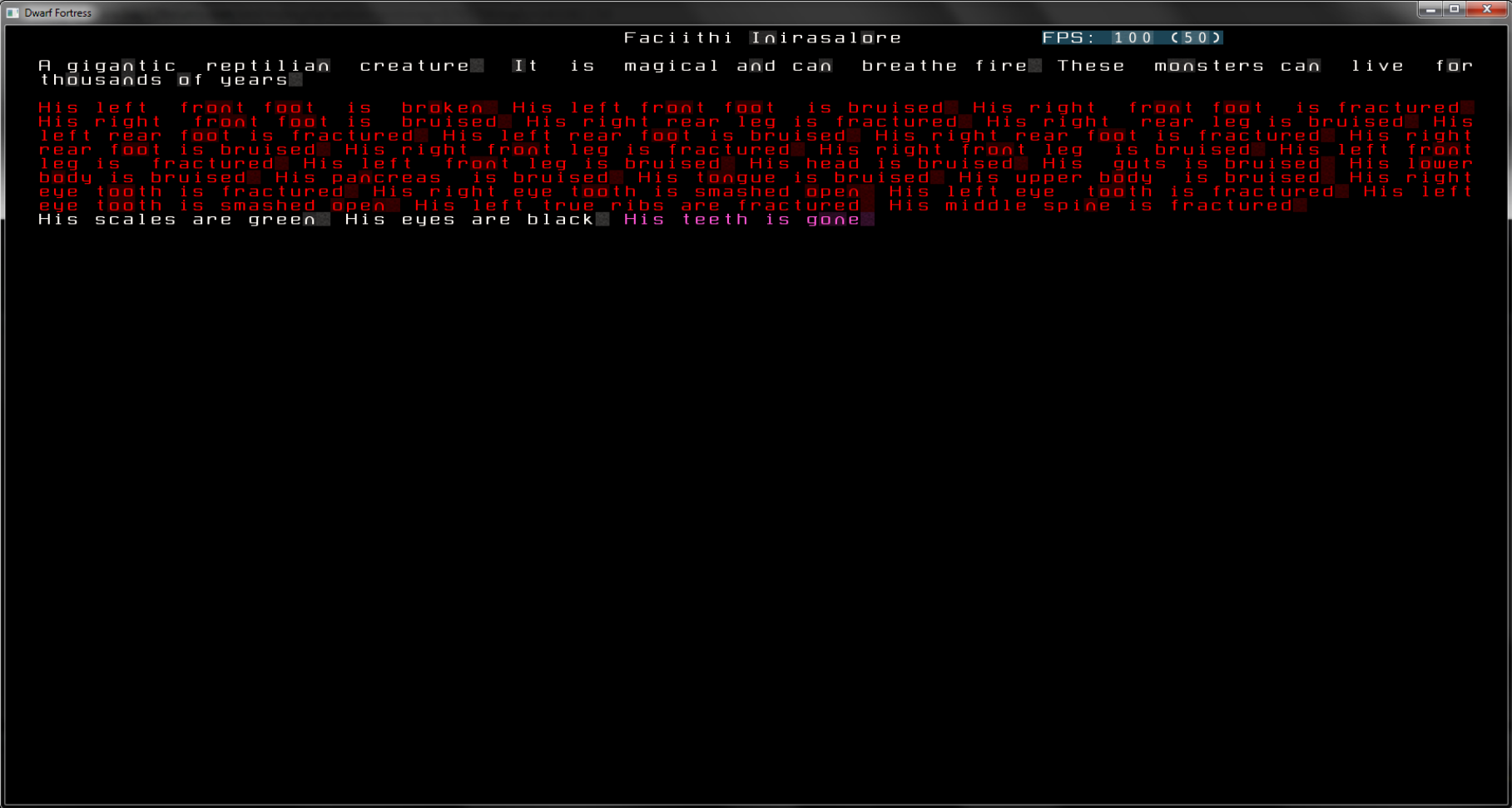
The new quest interface reminds me of something from a text MUD.

Title: **Re: The Museum II; new adventure succession world**
Post by: **Kromgar** on **November 09, 2014, 11:43:22 pm**

Guys. I found out how to win Dwarf Fortress 2014. I'll be bringing you guys a dragon corpse for the museum mwahahahahahaha.

My first actually surviving character has just slain a Dragon in two hits. Without help from my drunk companion who fled from the dragon in fear. Technically I could have slain it...

Spoiler (click to show/hide)



Pommels are hell

Title: **Re: The Museum II; new adventure succession world**
Post by: **Eric Blank** on **November 10, 2014, 12:42:21 am**

That looks like a lot more than two hits. What did you do, throw it off a cliff?

Title: **Re: The Museum II; new adventure succession world**
Post by: **Cptn Kaladin Anrizlokum** on **November 10, 2014, 01:02:12 am**

Quote from: Eric Blank on November 10, 2014, 12:42:21 am
That looks like a lot more than two hits. What did you do, throw it off a cliff?
Multiattack combos?

Title: **Re: The Museum II; new adventure succession world**
Post by: **Timeless Bob** on **November 10, 2014, 01:55:37 am**

Got it while it was flying, then punched it's head as it fell down, I'm betting.

Title: **Re: The Museum II; new adventure succession world**
Post by: **Deus Asmoth** on **November 10, 2014, 08:12:10 am**

Quote from: Timeless Bob on November 10, 2014, 01:55:37 am
Got it while it was flying, then punched it's head as it fell down, I'm betting.
Dragons can't fly, though. Maybe it was up a tree or something?

Title: **Re: The Museum II; new adventure succession world**
Post by: **Kromgar** on **November 10, 2014, 09:16:17 am**

Quote from: Eric Blank on November 10, 2014, 12:42:21 am
That looks like a lot more than two hits. What did you do, throw it off a cliff?

Well the 2nd hit made it pass out then I broke all the bones in its body... and its teeth. Sadly I couldn't break its eye teeth and it bit off my drunk friends head after waking up. I could only find the head for some mysterious reason. After it woke up I made it go unconcious again and pulped its head.

Dragons are great training dummies. I even wrastled with it too.

Title: **Re: The Museum II; new adventure succession world**
Post by: **Eric Blank** on **November 11, 2014, 01:58:35 am**

Ah. So a lot more than two hits to kill it, yeah. Just passed out in two hits.

LIAR!

Nah, I kid. Good job. Remember to reanimate your friends head and tell him to be more careful next time.

Also also, does beating up unconscious enemies give skill experience now?

Title: **Re: The Museum II; new adventure succession world**
Post by: **Kromgar** on **November 11, 2014, 05:56:28 am**

Quote from: Eric Blank on November 11, 2014, 01:58:35 am
Ah. So a lot more than two hits to kill it, yeah. Just passed out in two hits.

LIAR!

Nah, I kid. Good job. Remember to reanimate your friends head and tell him to be more careful next time.

Also also, does beating up unconscious enemies give skill experience now?

Wait? What no i broke all its bones for fun. I could of pulped its head in 10 hits. Instead I targeted every body part I could. Dang Plancky where is that save

Title: **Re: The Museum II; new adventure succession world**
Post by: **Plancky** on **November 12, 2014, 12:06:53 am**

Here is the link.
<https://www.dropbox.com/s/acigeg7x873sqgo/museum2turn9.zip?dl=0>
(<https://www.dropbox.com/s/acigeg7x873sqgo/museum2turn9.zip?dl=0>)

I would like to sign up for another turn.

Title: **Re: The Museum II; new adventure succession world**
Post by: **Kromgar** on **November 12, 2014, 02:01:48 pm**

Quote from: Plancky on November 12, 2014, 12:06:53 am
Here is the link.
<https://www.dropbox.com/s/acigeg7x873sqgo/museum2turn9.zip?dl=0> (<https://www.dropbox.com/s/acigeg7x873sqgo/museum2turn9.zip?dl=0>)

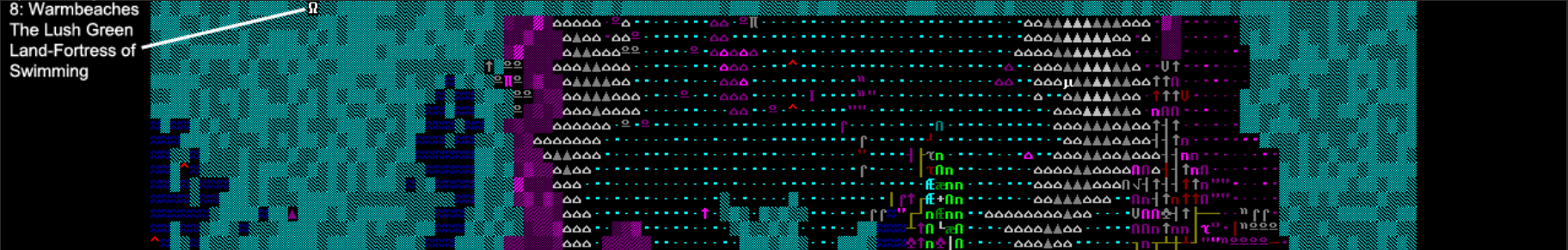
I would like to sign up for another turn.

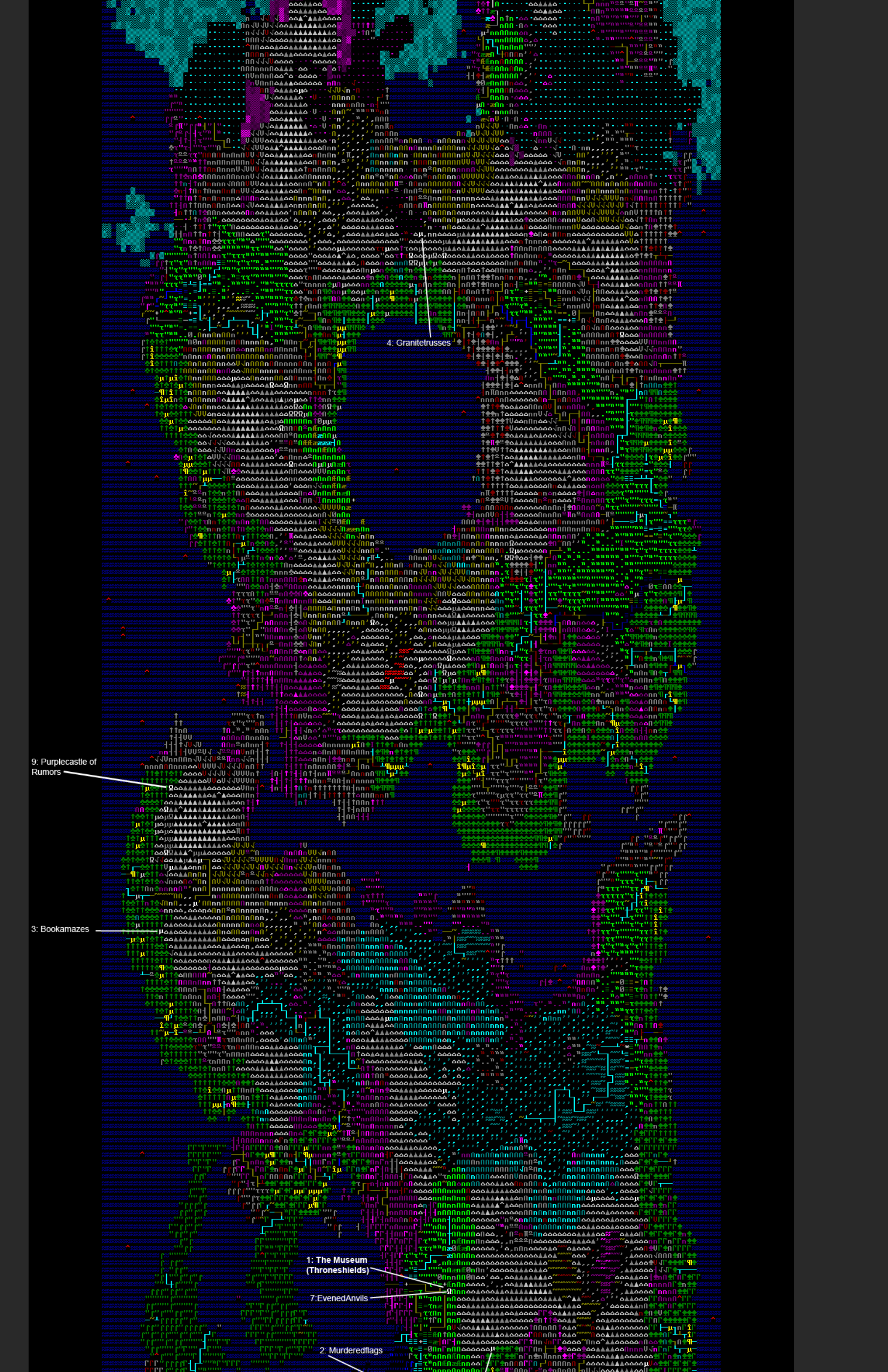
IT BEGINS

Title: **Re: The Museum II; new adventure succession world**
Post by: **Bralbaard** on **November 12, 2014, 04:00:52 pm**

Here's the current map, with the new fortress "purplecastle of rumors"

Spoiler (click to show/hide)





9: Purplecastle of Rumors

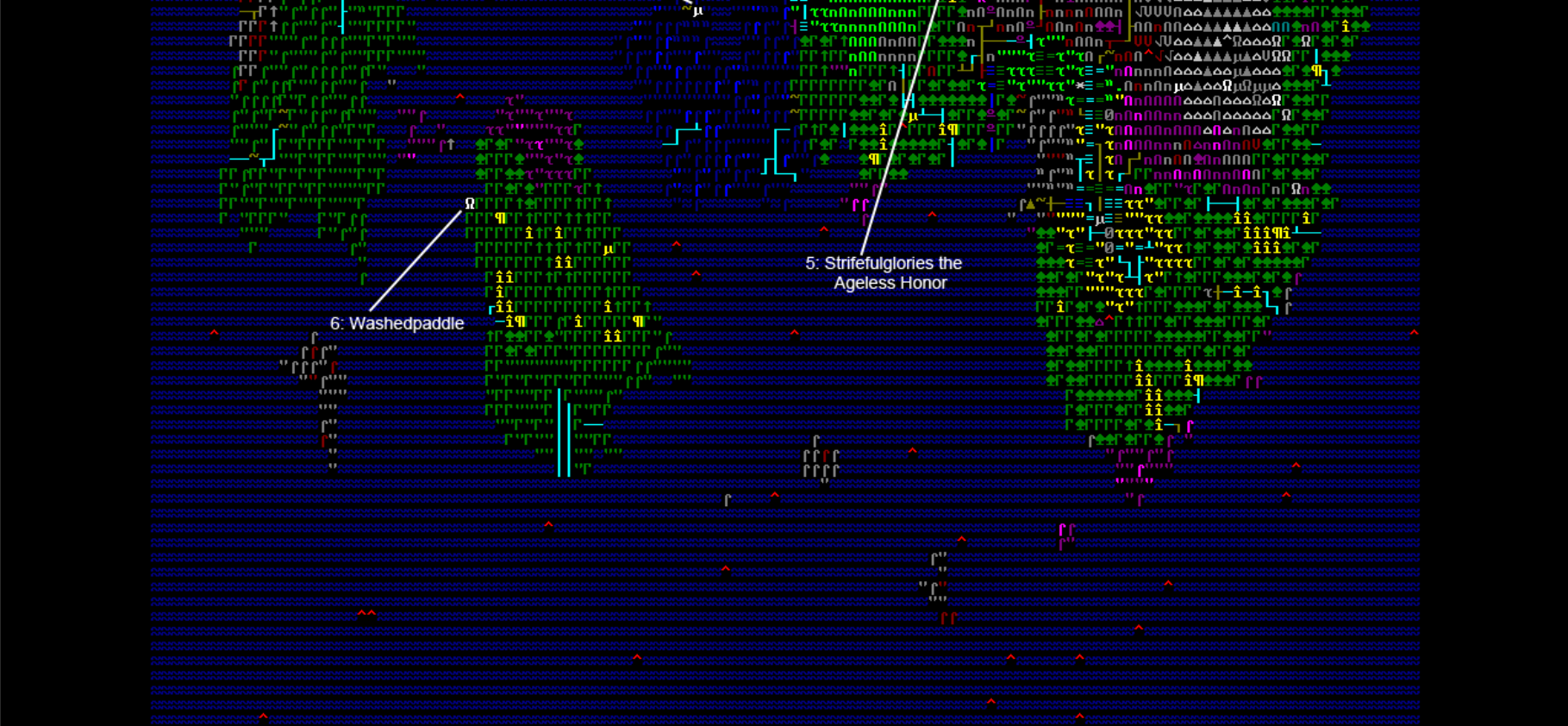
3: Bookamazes

1: The Museum (Throneshields)

7: EvendAnvils

2: Murderedflags

4: Granitetrusses



Title: **Re: The Museum II; new adventure succession world**
Post by: **Kromgar** on **November 12, 2014, 04:46:00 pm**

So... I decided to check out Lomam real quick and he suffocated to death.

Well shit

Title: **Re: The Museum II; new adventure succession world**
Post by: **Bralbaard** on **November 12, 2014, 05:17:58 pm**

Aack! curse you Kromgar !! ;D

It seems that broken spine thing finally cougth up with me now that Toady did some bugfixing, much as predicted:

Quote from: Bralbaard on October 10, 2014, 03:57:25 am

(OOC: so somehow those horrible wounds from the fall all healed. My upper spine still shows up in cyan, which I think means a complete loss of function, but I'm doing fine actually. If Toady ever fixes that bug, my character will suddenly suffocate in seconds)

Well at least I died an interesting death..

Title: **Re: The Museum II; new adventure succession world**
Post by: **Kromgar** on **November 12, 2014, 05:54:53 pm**

Quote from: Bralbaard on November 12, 2014, 05:17:58 pm

Aack! curse you Kromgar !! ;D

It seems that broken spine thing finally cougth up with me now that Toady did some bugfixing, much as predicted:

Quote from: Bralbaard on October 10, 2014, 03:57:25 am

(OOC: so somehow those horrible wounds from the fall all healed. My upper spine still shows up in cyan, which I think means a complete loss of function, but I'm doing fine actually. If Toady ever fixes that bug, my character will suddenly suffocate in seconds)

Well at least I died an interesting death..

Suddenly Lomam was sitting at home in his duplex when suddenly he couldn't move his legs or arms or breathe. He began wriggling out the door in a panic. Thus ends Lomam's story.

No one has survived the Museum

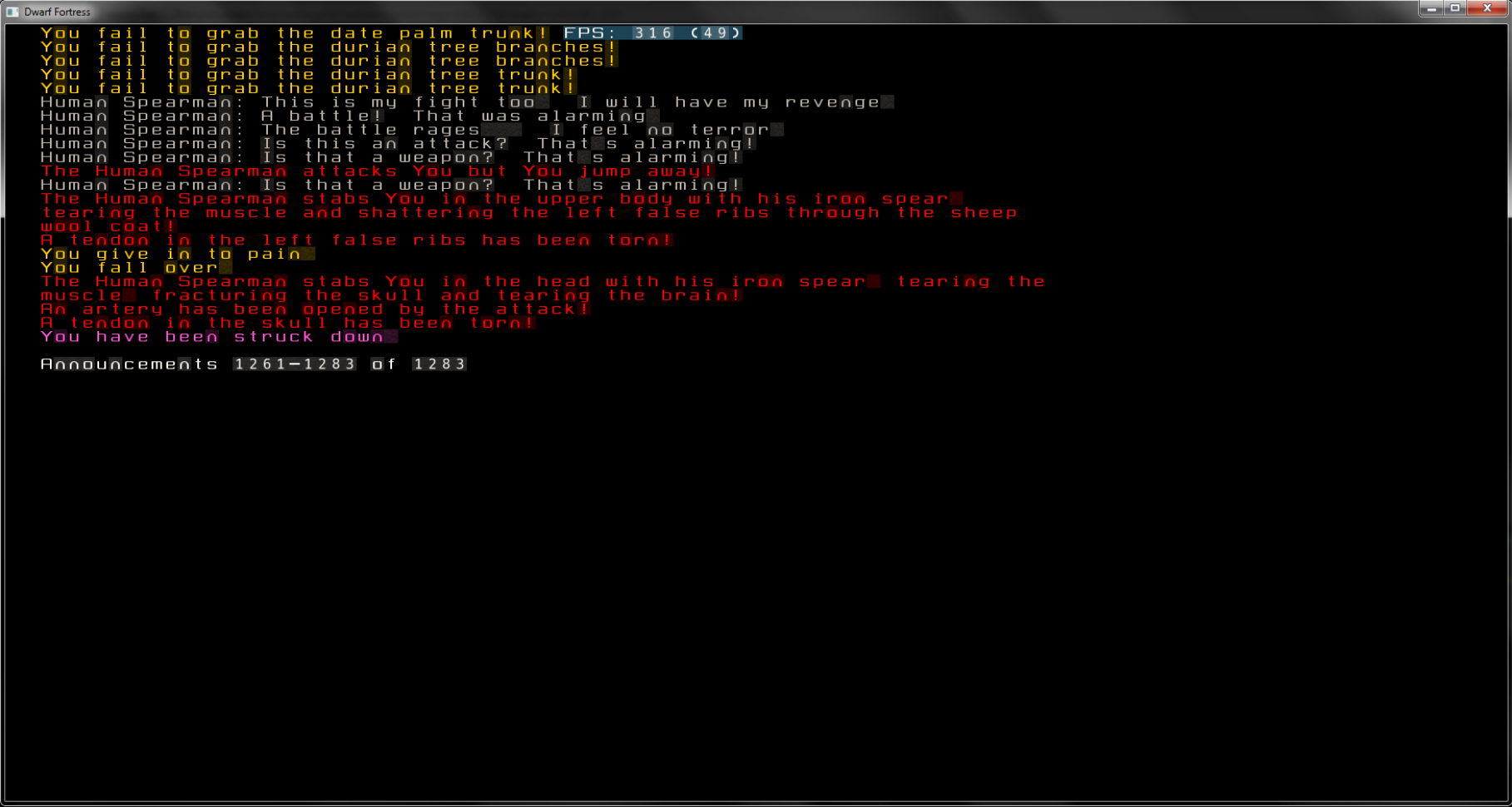
Edit: Finally got my texture pack working again. It was frustrating seeing my Hammerdwarf look like a corpse

Title: **Re: The Museum II; new adventure succession world**
Post by: **Kromgar** on **November 12, 2014, 07:31:32 pm**

So i had a post about how i was choking a eagle but I accidentally pasted over it with this.

WHAT THE HELL?

Spoiler (click to show/hide)



I... I didn't even attack the guy.

What the fuck? I was just creeping around sneaking.

Can I get a redo? I didn't know people attacked you if you had weapons out.(I think this is why he attacked me?)

I mean I understand if you say no. But I doubt i will make a fortress after that.

EDIT:

Spoiler (click to show/hide)



Okay so I got a better look at my cobat log and I didn't have my weapons out and I was in a dwarven city why the hell was I attacked?

Title: **Re: The Museum II; new adventure succession world**
Post by: **Plancky** on **November 12, 2014, 07:45:02 pm**

Yeah they sometimes do eversince everyone stopped running away in fear at the slightest thing. q is your friend.

Title: **Re: The Museum II; new adventure succession world**
Post by: **Kromgar** on **November 12, 2014, 07:46:05 pm**

Quote from: Plancky on November 12, 2014, 07:45:02 pm
Yeah they sometimes do eversince everyone stopped running away in fear at the slightest thing. q is your friend.

Spoiler (click to show/hide)



I did have my weapons strapped so I have no clue what the hell just happened. Seems to be a bug?

Title: **Re: The Museum II; new adventure succession world**
Post by: **Plancky** on **November 12, 2014, 07:47:37 pm**

Maybe the spearman likes eagles?

Title: **Re: The Museum II; new adventure succession world**
Post by: **Kromgar** on **November 12, 2014, 07:48:42 pm**

Quote from: Plancky on November 12, 2014, 07:47:37 pm
Maybe the spearman likes eagles?

I had been way out of his vision range and I had been sneaking the entire time I was choking the eagle. Then I walked up a hill to the northwest and he stabbed me. When I got in his vision range.

I never had anyone kill me for Sneaking around in my playtests of this version

Thing was I was just walking around and then BAM i was dead. I was in a Hill Dwarf city.

I'll just make a copy of the save and if Bralbaard says no I'll upload it. I'll just start a new adventurer and play again like normal for now. Thats such bullshit. I didn't even engage in a hostile activity he could see and the eagle had flown away

Title: **Re: The Museum II; new adventure succession world**
Post by: **Kromgar** on **November 12, 2014, 08:55:02 pm**

I'll delete this all if Bralbaard says no to me starting a new character

Diary Log of Kromgar Planeslayer:

Day 1: Morning

My friend Olin Crystalglove has gone missing on a journey to the east. It has been 2 weeks and he has not sent a Letter as he promised he would.

Day 1: Afternoon (Blood spatters are all over the pages)

Bandits attacked as I enter Wheelsrained. I didn't even know Bandits were in the area. How horrifying. There were 5 of them. I ran north into the hills as I knew I couldn't beat them alone. Arrows whirred by me and one was blocked by my shield. I then heard the Spear Bandit exlain he killed Olin. THAT BASTARD KILLED MY FRIEND. As I ran a whip wielding bandit followed chase as I tired I he caught up nearly hitting me... I knew there was only one option left. I turned around and swung my Hammer with the Wrath of ARMOK HIMSELF. I blocked his whip and Caved in his skull

I saw no other bandits nearby they must have stopped giving chase. I then went prone and began sneaking back up to where I last saw them. I knew my training in sneaking would pay off as I got over the bend and saw a Crossbowmen searching for me. I snuck up behind him and caved in his skull. He didn't even get to know his killer.

The same happened with that traitor dwarf with him. I fractured his skull and he immediately passed out. I then crushed his neck and moved on to the Spearman that killed Olin. The same occured. An assassin with a mace is surely better than one.

KROMGAR CHOOSES SURPRISE! (Written in Blood)

So... apparently the guy who killed me was a bandit... I'm surprised that he didn't announce he was attacking me. Usually any bandit attack comes with I AM FROM THE WINKLY TINKLY ROLLY POLLIES PREPARE TO DIE.

This version sure is different.

Title: **Re: The Museum II; new adventure succession world**
Post by: **Bralbaard** on **November 13, 2014, 12:47:50 am**

Bandits are a pain. Some villages appear to be completely taken over by bandits in the new version. Never trust anyone, I guess.

You can leave the 'investigation' post up, It's good to know what happened. It seems it wasn't due to a bug.
Are you going to build a fortress?

Also I shouldn't have done this:

Quote from: Bralbaard on November 12, 2014, 05:17:58 pm
curse you Kromgar !!

Title: **Re: The Museum II; new adventure succession world**
Post by: **Argonnek** on **November 14, 2014, 12:29:52 pm**

I don't think the villages are fully taken over, but the roving bands of thugs tend to mug people on the street while they're in a village.
Then again, they very well could be taking over the village.

Title: **Re: The Museum II; new adventure succession world**
Post by: **The Lupanian** on **November 14, 2014, 01:01:23 pm**

bandits will send gangs to bully villages. They can take over villages if the were destroyed by a megabeast or something like that. They might be able to take them over by themselves but i don't know

Title: **Re: The Museum II; new adventure succession world**
Post by: **Timeless Bob** on **November 14, 2014, 02:59:54 pm**

Quote from: Bralbaard on November 13, 2014, 12:47:50 am
Bandits are a pain. Some villages appear to be completely taken over by bandits in the new version. Never trust anyone, I guess.



Title: **Re: The Museum II; new adventure succession world**
Post by: **kesperan** on **November 14, 2014, 09:11:22 pm**

It was inevitable.

Title: **Re: The Museum II; new adventure succession world**
Post by: **Timeless Bob** on **November 14, 2014, 10:00:38 pm**

It'd actually be sort of funny to find a human bandit gang hanging out in a forest somewhere and rename their leader "Robin Hood" before escaping. Same civ's female noble would have to be renamed "Marion" (Profession: "Maid"), civ's king renamed "John" (Profession: Prince) and the local civ's champion profession changed to "Sherriff of Nottingham"

Title: **Re: The Museum II; new adventure succession world**
Post by: **Cptn Kaladin Anrizlokum** on **November 19, 2014, 04:04:55 pm**

So, who's turn is it?

Title: **Re: The Museum II; new adventure succession world**
Post by: **Eric Blank** on **November 19, 2014, 05:31:24 pm**

Kromgar's. We seem to be missing him.

Title: **Re: The Museum II; new adventure succession world**
Post by: **Kromgar** on **November 19, 2014, 06:16:08 pm**

<http://dffd.wimbli.com/file.php?id=10094>

Fuck bandits!

Title: **Re: The Museum II; new adventure succession world**
Post by: **Bralbaard** on **November 21, 2014, 02:53:00 am**

That makes it Tehsappers turn.

Title: **Re: The Museum II; new adventure succession world**
Post by: **Tehsapper** on **November 21, 2014, 12:53:32 pm**

Haha, time for an yet another adventure!

Title: **Re: The Museum II; new adventure succession world**
Post by: **Tehsapper** on **November 28, 2014, 09:27:26 am**

I've finally finished my turn, sadly I didn't have the time for writing a story around it and for an exceptional fort, I'll try to keep up. I've built a fort named Gladjungles, I'll expand info on it and my submission later.
Here's the save: <https://www.dropbox.com/s/n035d9y8qebsv36/museum2.rar?dl=0>
Yell at me if I got the wrong archive.

The story of Opra Cutspear the Hairy Tuft, as told by an elven sage.

Opra was a human, born in the city called Ageford. He was a commoner, son of farmers, a typical human youngling that loitered around in searches of any job or fun. One day he got so bored of his surroundings, so he gathered up his possessions and formed an adventuring group along with two similar-minded companions. Opra was trained in the art of combat by his father, so he didn't feel any fear of the wilderness.

First thing they did was to inquire about any troubles, but as all citizens told them to find some Itke in the north-west house (even if they asked that in the most north-western house) for the directions to the lairs of various beasts, they decided to visit the famous dungeon of Ageford instead. For almost thousand years it was visited by all sorts of adventuring types, who cleared it of loot and most criminal activity. So that's why Opra and his team found nothing of worth but a woolen sock while exploring the dark rooms of the dungeon. The maze of Ageford's dungeon was so overwhelming that Opra actually lost his spearman companion here. He even recalled that he actually had two images of the same spearman following him when he arrived there later.

But anyway, Opra found there a band of two goblins that looked menacing and experienced. Interestingly, they were mother and son. The chieftess (mother) attacked Opra and his bowman friend while her son watched indifferently as his mother was being slaughtered. Only after the title of the chief of the dungeon was conferred to the son as the former chief-mom was killed, he decided that he would no longer tolerate intruders in his realm. Was that a part of his master plan? Who knows. Anyway, he was killed as well and Opra Cutspear claimed the dungeon for himself.

Then, Opra travelled to a hamlet named Saintshort in searches of any experienced hunter that might direct him to beasts to vanquish. The hamlet appeared to be completely abandoned and destroyed. Two peaceful bandit-like people he found knew nothing about the history of this place, but insisted that they ruled it. Opra tried to intimidate them into submission and take the site over without bloodshed, but the boss didn't take the bait and calmly refused to pay tribute to him. So Opra left them alone.

Title: **Re: The Museum II; new adventure succession world**
Post by: **Bralbaard** on **November 28, 2014, 02:17:20 pm**

That must have been the poor goblin family that only barely survived an attack by Argonnek's character:

<http://www.bay12forums.com/smf/index.php?topic=143382.msg5739950#msg5739950>

They should have moved out after that warning..
I'll update the turn list and relevant posts later.

Title: **Re: The Museum II; new adventure succession world**
Post by: **Tehsapper** on **November 29, 2014, 01:42:42 pm**

Oh well, at least I avenged Argonnek's death. And it seems it was a bad ending for that family after all.

And then Opra and his friend decided to march onto the west, into some town, in search of any actual troubles. On their way they were attacked by a group of bandits, who might have been or not sent after them by that boss. The bowman companion was promptly killed by a spearman before Opra could get to him, and then the spearman stabbed Opra right into his right hand, so he lost his sword in the fight. Seeing that he is going to be overwhelmed by bandits, Opra decided that running away is the wisest decision.

Alone and wounded, he marched west and west, and in the end arrived to some abandoned human village before the darkness of night could consume him. There he found two kobolds taking refuge in one of intact houses. One of them ran away in terror, and that Opra took as a sign of aggression, so he went and murdered it in a fit of rage over his lost weapon and companion. Oh well.

Then he went for the town of Crevicglad, which wasn't that far away. It was in abysmal condition as well, with animal men taking residence in various gloomy taverns, where drunkards had their fights over petty things. Opra saw how one cave fish woman was brutally murdered for an unknown reason. There he recruited two companions, a lasher named Ramstom and an axeman Muthe who over the time became his close friends. Opra and his gang tried to find some beasts to slay, but the thick layer of lairs around the city had nothing in them. Not a single werebeast. That's why they decided to carry on their adventure and went to the south through human settlements.

Finally having the chance, Opra visited the famous Museum, which proved to be disappointing yet. When Opra asked the old bookkeeper why there are only goblin heads and a flask present, he looked worryingly and said that he sent many great adventurers to fetch more items, but most of them haven't returned yet. Opra felt that their fates might not be that glad, but didn't say anything. Anyway, he decided that bringing a very rare artifact would bring him the glory and fame he wanted, so he asked out about various dwarven settlements, as they most certainly had great rewards deep inside. The bookkeeper told him about Murderedflags and Evenedanvils, but seeing that Evenedanvils were too close to the Museum and most likely looted already, Opra set his way onto the distant fort of Murderedflags.

Title: **Re: The Museum II; new adventure succession world**
Post by: **Lord_lemonpie** on **November 29, 2014, 03:23:20 pm**

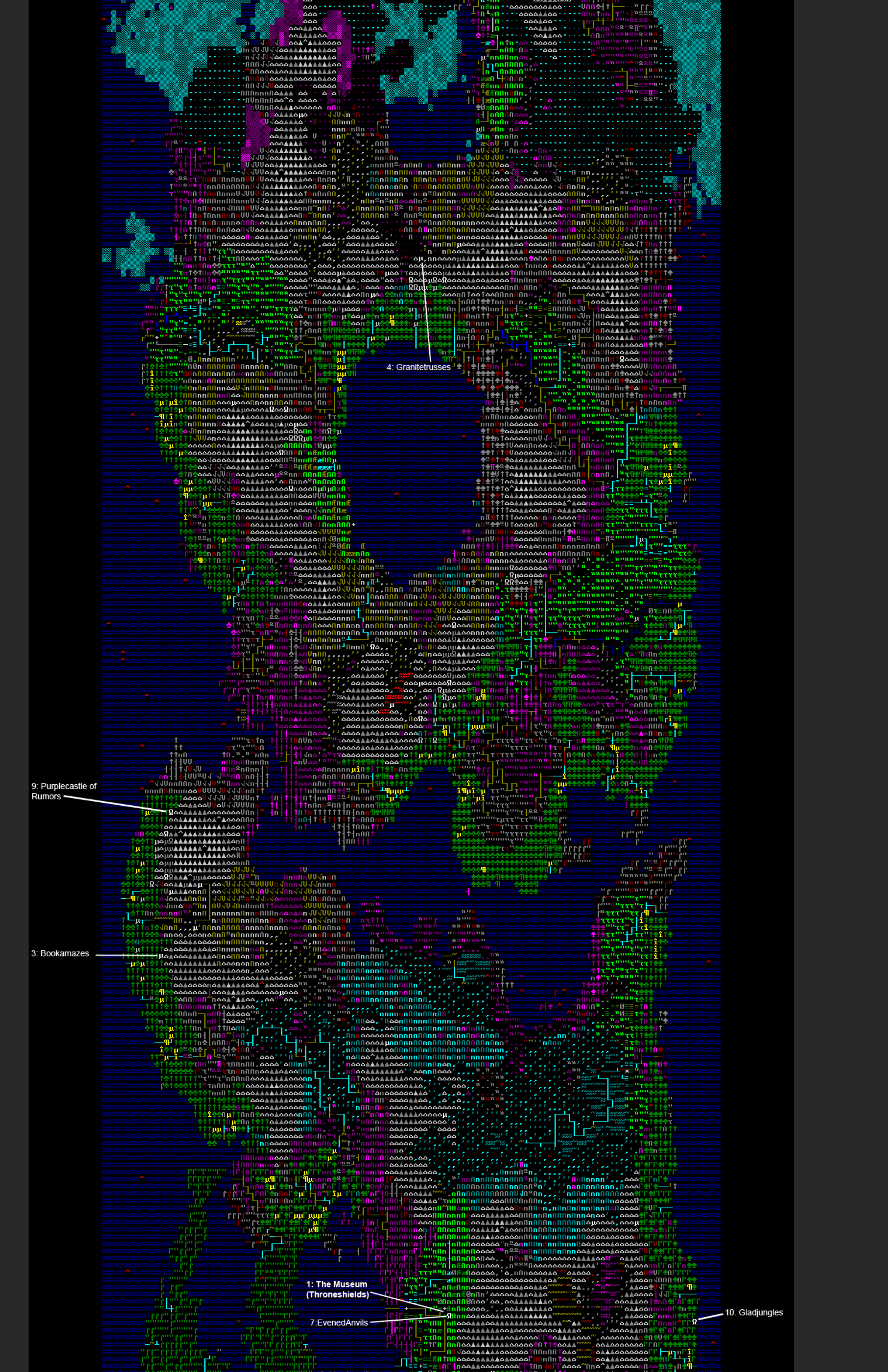
Could you sign me up for a turn? :3

Title: **Re: The Museum II; new adventure succession world**
Post by: **Bralbaard** on **December 02, 2014, 04:44:58 pm**

The turn list has been updated. I've also added Gladjungles to the map:

Spoiler (click to show/hide)





4: Granitetrusses

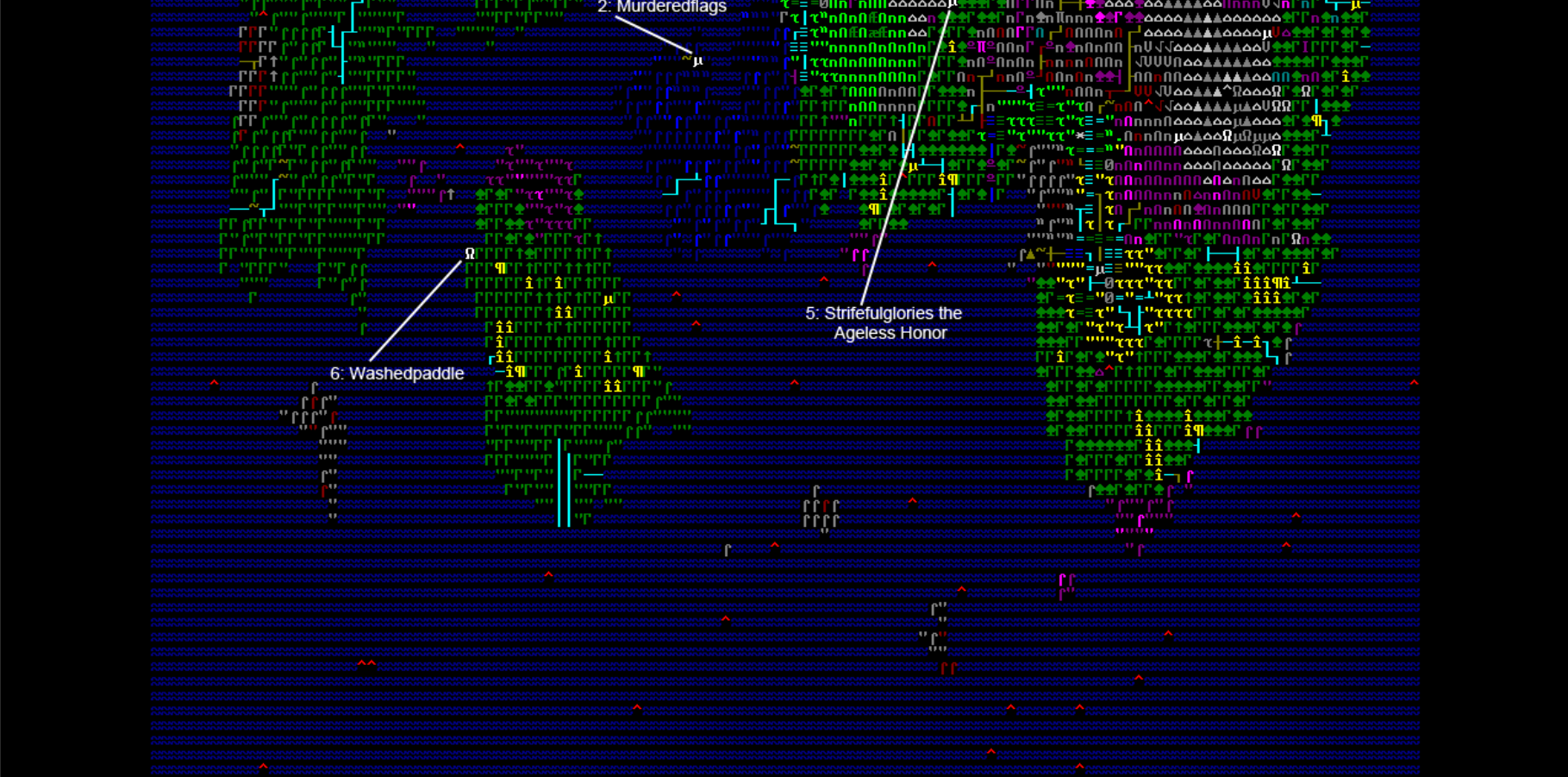
9: Purplecastle of Rumors

3: Bookamazes

1: The Museum (Throneshields)

7: EvenedAnvils

10: Gladjungles



Title: **Re: The Museum II; new adventure succession world**
Post by: **endlessblaze** on **December 07, 2014, 03:04:59 pm**

- 8) sign me up (cape billows dramatically in the wind while music plays)
- also, 1 can I make a fort THEN an adventurer? I want to make that bridge that was being discussed.
- 2. can I play as a human?

Title: **Re: The Museum II; new adventure succession world**
Post by: **Bralbaard** on **December 07, 2014, 03:40:43 pm**

Quote from: endlessblaze on December 07, 2014, 03:04:59 pm

8) sign me up (cape billows dramatically in the wind while music plays)

also, 1 can I make a fort THEN an adventurer? I want to make that bridge that was being discussed.

2. can I play as a human?

Humans, dwarves and elves are all playable.
You can first play a fort, and than an adventurer, but keep in mind that there is a deadline of a week, and adventures can take quite long -if you are successful-. I'll add you to the turn list.

On the subject of deadlines, Jarathor picked up the game last week but I haven't heard anything but a download confirmation. Is there any news Jarathor?

Title: **Re: The Museum II; new adventure succession world**
Post by: **endlessblaze** on **December 07, 2014, 03:54:23 pm**

I think I can manage. FAST TRAVLE FOR THE WIN!

Title: **Re: The Museum II; new adventure succession world**
Post by: **Tehsapper** on **December 12, 2014, 02:14:35 pm**

Sorry for the long wait if anyone is concerned.

The group took the road to the south, passing through some abandoned human villages. Then they arrived into the city called Cutsprinkles. Compared to the surroundings, the city was mostly intact and had busy people working in shops, workshops and on fields. While strolling around the market to stock up on goods, they came upon a warehouse, which had tons of metal armour and weapons. Having the chance to suit himself after that defeat, Opra became the ironclad of best iron armour he could find. Then he quietly fled this place, but no one cared to stop him.

Soon after that, they were attacked by a roaming goblin gang. And that's where Opra got to test his new equipment: in the resulting slaughter most goblins were killed, the other scattered away, too terrified to attack, and only the axeman got crippled. They waited for their friend to recover, then walked away as goblins were watching them somewhere behind the trees.

Opra and his friends continued to march to the Murderedflags through the serene forests once they've crossed the edge of human civilization. Following the coast and numerous rivers, they finally arrived there. But somehow a dwarven site was pretty boring: it was just a wooden wall that encircled some territory, a quarry, some strange building and loads, loads of logs. Opra asked the dwarves about some other dwarven settlements, and they told him about a dwarven fortress on an island over the Balanced Seas. 'That island' turned out to be our ancestral land, and the fortress was Washedpaddle, the infected wound we're trying to treat.

Opra went further through the jungle forest, and finally arrived to the coast of the Balanced Seas. He tried to see what lies behind the horizon, but to no avail. He left his companions on the beach, jumped into the water and swam forward. And that's how the Great Swim started.

Title: **Re: The Museum II; new adventure succession world**
Post by: **Bralbaard** on **December 13, 2014, 09:39:20 am**

No response fom Jarathor, Kesperan is up next.

Title: **Re: The Museum II; new adventure succession world**
Post by: **kesperan** on **December 14, 2014, 03:11:53 pm**

I am still formatting my story from the 1st game.

Will download Tehsapper's save game tonight and get started.

My playtime in DF2014 is fairly limited so the story could be.. brief.

Title: **Re: The Museum II; new adventure succession world**
Post by: **kesperan** on **December 15, 2014, 04:46:50 pm**

I am struggling with this game.

I made a dwarf and he started out in Planky's fortress, but when I leave the fort, the game crashes.

Has this happened to anyone else?

Title: **Re: The Museum II; new adventure succession world**
Post by: **Bralbaard** on **December 15, 2014, 05:10:07 pm**

I've had crashes, but this one sounds like its unavoidable. It may be a good idea to post a bug report with the save game, reproducible crashes are usually high priority for Toady.

If you can't avoid this crash, you're free to build a new character.

Title: **Re: The Museum II; new adventure succession world**
Post by: **kesperan** on **December 17, 2014, 04:19:54 pm**

I give up.

I have now crashed on three occasions.

First as described, then two more in different locations.

This guy was moderately successful with 52 goblin kills to his name, and then crashed as I approached a fortress.

I don't have the time right now to start again.

Pass the save to the next person please.

Title: **Re: The Museum II; new adventure succession world**
Post by: **Azhf** on **December 19, 2014, 06:15:13 pm**

I usually only check this about once a week, but I'll start checking probably once a day using an alarm, considering that my turn is after Clabbage's. I'd better start reading this thread and seeing what's been going on while getting back into DF.

Title: **Re: The Museum II; new adventure succession world**
Post by: **Bralbaard** on **December 20, 2014, 11:31:50 am**

I haven't posted much because my computer has died. This also means I can't look into the crashes that Kesperan has reported. Let me know if there are any other crashes.

I've just send Clabbage a PM about his turn.

Title: **Re: The Museum II; new adventure succession world**
Post by: **Clabbage** on **December 20, 2014, 11:35:10 am**

Oh wow, of course my turn landed right on Christmas, haha. Is it okay if you push me back a couple turns when I'm less busy?

Title: **Re: The Museum II; new adventure succession world**
Post by: **Bralbaard** on **December 20, 2014, 03:50:21 pm**

No problem, I've moved you down two spots.

Title: **Re: The Museum II; new adventure succession world**
Post by: **Azhf** on **December 25, 2014, 11:44:42 pm**

I just got a new laptop for christmas, perfect timing! Of course, I'll have to redownload DF as well, but that shouldn't take long. I'll start probably tomorrow or maybe tonight! Merry Christmas btw!

Title: **Re: The Museum II; new adventure succession world**
Post by: **Nail** on **December 27, 2014, 03:47:51 pm**

I would also like to be bumped a number of spots down the line because at the rate this is going my turn is gonna fall smack in the middle of my final exams. Five spots down should be enough to be sure.

Title: **Re: The Museum II; new adventure succession world**
Post by: **Bralbaard** on **December 29, 2014, 08:49:22 am**

No problem, I have rearranged the turn list.

Title: **Re: The Museum II; new adventure succession world**
Post by: **Migue5356** on **December 30, 2014, 01:36:06 am**

I would like to be taken down a few spots in the list please.

Ti**le: Re: The Museum II; new adventure succession world**
Post by: **Kromgar** on **January 03, 2015, 03:18:54 pm**

Add me to the turn list i'll see you all in a year when its my turn!

Title: **Re: The Museum II; new adventure succession world**
Post by: **Deus Asmoth** on **January 03, 2015, 04:45:35 pm**

Gnorm, the guy on the list for the 21st turn, has been permabanned, so I guess he'll have to be removed from the turn order.

Title: **Re: The Museum II; new adventure succession world**
Post by: **Lord_lemonpie** on **January 03, 2015, 04:51:42 pm**

Quote from: Deus Asmoth on January 03, 2015, 04:45:35 pm

Gnorm, the guy on the list for the 21st turn, has been permabanned, so I guess he'll have to be removed from the turn order.

Gnorm was permabanned? Why?

Title: **Re: The Museum II; new adventure succession world**
Post by: **TheFlame52** on **January 03, 2015, 05:31:34 pm**

Quote from: Lord_lemonpie on January 03, 2015, 04:51:42 pm

Quote from: Deus Asmoth on January 03, 2015, 04:45:35 pm

Gnorm, the guy on the list for the 21st turn, has been permabanned, so I guess he'll have to be removed from the turn order.

Gnorm was permabanned? Why?

Talking about a genitals mod, IIRC.

Title: **Re: The Museum II; new adventure succession world**
Post by: **Bralbaard** on **January 04, 2015, 03:00:13 pm**

Good to have you on the turn list for the new game, Kromgar! I may take a while before the turn gets to you though.

I have updated the list with the other changes. I'll also send Azhf a PM, to see if he can upload his turn, if not we will move on.

Title: **Re: The Museum II; new adventure succession world**
Post by: **Phenoix12** on **January 08, 2015, 12:38:00 pm**

So... there's about 7 more turns before my own so I've begun to prepare! (Played some adventure mode, got swept off a waterfall, landed safely on top of a giant sponge, got eaten by wolves)

But I have one question... is there a specific version I need to use to play the save? Or will the newest release work just fine?

Title: **Re: The Museum II; new adventure succession world**
Post by: **Deus Asmoth** on **January 08, 2015, 02:24:02 pm**

The newest release should be fine, I don't think Toady's done anything to break compatibility in a while.

Title: **Re: The Museum II; new adventure succession world**
Post by: **Bralbaard** on **January 09, 2015, 02:49:21 am**

It should all be forward compatible, according to the latest dev-log there may be some minor error-logs because our game has older raw versions. I wonder if there is a way to manually update those.

Also: No response from Azhf, so it's Clabbage's turn now.

Title: **Re: The Museum II; new adventure succession world**
Post by: **Clabbage** on **January 09, 2015, 02:51:13 am**

Cool, I'll download the file and start my turn tomorrow.

Title: **Re: The Museum II; new adventure succession world**
Post by: **Bralbaard** on **January 09, 2015, 02:52:40 am**

Wow, that was fast, I didn't even have time to send a PM :).

Title: **Re: The Museum II; new adventure succession world**
Post by: **Clabbage** on **January 11, 2015, 07:02:50 am**

Update on my turn.

I got the save running and was playing for about half an hour before I crashed just outside of Throneshields. Well, I think it was Throneshields, it was a fortress south of Ageford though I never actually saw the fortress, just a dwarf merchant. I can't tell whether the crash was due to the game or whether it was because I'm playing on a laptop but I'll try again tomorrow and see how it goes. I didn't really lose much progress since most of my time had been spent training sneak (Which feels like it takes much longer than it did before the big update, anyone else get this?).

If I crash again tomorrow I might wait a few days till I can play on a decent computer that doesn't lag quite as much.

Title: **Re: The Museum II; new adventure succession world**
Post by: **Clabbage** on **January 12, 2015, 07:23:17 am**

Damnnit, the game crashed again, around half an hour in. I found the Museum this time but when I went to explore the areas around, the game suddenly stopped working. Do you mind if I wait about 5 days till I can use a decent computer, if that's the problem?

Title: **Re: The Museum II; new adventure succession world**
Post by: **endlessblaze** on **January 12, 2015, 09:11:46 am**

What's the error log say?

Title: **Re: The Museum II; new adventure succession world**
Post by: **Clabbage** on **January 12, 2015, 09:24:58 am**

Uhh, let me see...

*** Error(s) finalizing the entity MOUNTAIN
Unrecognized entity tool token: ITEM_TOOL_STEPLADDER
Pikeman: site walker could not return to home zone
Empty announcement 130
Empty announcement 130
Empty announcement 130
Empty announcement 130
Empty announcement 130
Empty announcement 130

This line was repeated about a hundred or so times

I assume the pikeman is referencing one of the followers that I dismissed around The Museum. Both my crashes occurred on mountain-y areas around the Museum too so I assume that has something to do with it.

Title: **Re: The Museum II; new adventure succession world**
Post by: **TheFlame52** on **January 12, 2015, 09:26:56 am**

I think you're using an old version of DF.

Title: **Re: The Museum II; new adventure succession world**
Post by: **Clabbage** on **January 12, 2015, 09:28:17 am**

I'm using 40.23, not the most recent version but still more recent than this save file if I'm correct.

Title: **Re: The Museum II; new adventure succession world**
Post by: **SOGGYPOTATOCHIPS** on **January 15, 2015, 10:16:09 pm**

Posting to watch

Title: **Re: The Museum II; new adventure succession world**
Post by: **Bralbaard** on **January 16, 2015, 01:46:22 pm**

I doubt it's your computer, or the DF version you're running.

The save game has been rather unstable ever since the start. I definitely know it was unstable during my turn, I had quite a few crashes. I hoped the crashes would diminish as new DF bug fixes were released but it appears it's probably a problem with the save game itself. It worries me that none of the players that have played since november have finished their games, most dissapeared without trace. I hope thats not because of crashes.

Have you had any luck finishing your turn clabbage?

Title: **Re: The Museum II; new adventure succession world**
Post by: **Timeless Bob** on **January 16, 2015, 02:20:13 pm**

My turn for one, wasn't completed because my hard drive physically crashed and I've had to replace it. (I'm finally back!) I was investigating the stepladder bug myself - it was the one that was causing crashes upon site loads in my NH museum game back around 40.16: in the tools file, the entrees for "TOOL_STEPLADDER" were different in the save file than they were in the main game files. One had three or four lines more of code. I suspect it's why "unknown tool: stepladder" was popping up in the error log repeatedly, although why not being able to recognize the stepladder as a stepladder should crash the entire program, I'm unsure.

Title: **Re: The Museum II; new adventure succession world**
Post by: **Clabbage** on **January 16, 2015, 11:17:05 pm**

I'm on my desktop and I just finished downloading all the files and whatnot but the download for the save file failed overnight and it's going to take too long to re-download on my bad, Australian internet to bother trying... Besides, if it really is the game's fault for the crashes and not my slow laptop, then I'd probably get similar results anyway. I'll just end my turn here and let the next guy go. Hopefully you guys have better luck with the save than the past few people have.

Title: **Re: The Museum II; new adventure succession world**
Post by: **endlessblaze** on **January 19, 2015, 10:29:01 am**

there is some major problems getting started this time...

Title: **Re: The Museum II; new adventure succession world**
Post by: **Phenoix12** on **January 20, 2015, 04:26:05 pm**

Does this mean we might have to start over again?

Title: **Re: The Museum II; new adventure succession world**
Post by: **MrLupenTails** on **January 21, 2015, 06:29:26 pm**

I would love to be signed up for this. Looks like a lot of fun. Please PM me when it is my turn.

Title: **Re: The Museum II; new adventure succession world**
Post by: **Eric Blank** on **January 25, 2015, 01:44:03 pm**

I have been informed that it is my turn. I will begin shortly.

Title: **Re: The Museum II; new adventure succession world**
Post by: **Bralbaard** on **January 25, 2015, 01:45:35 pm**

You've been added to the list. It's Eric Blank's turn now. He left a lasting impression on our previous world, with the great mummy plague and other trouble. This could be interesting.

We'll have to keep an eye on the game's stability. If it really is unplayable, tell me. If we need to restart, I'd rather do so after the next DF version, but it would be better if we could just continue.

It was horrible! D:

Spoiler: Journal of Otir Beercourage, part 1 (click to show/hide)
11th Hematite, 1066

Today I awoke to find the pub I usually play at closed. I talked to Mes, and his explanation is that he can no longer afford the debts. I should have known, since I found him in the dungeons of Spikeshow, sentenced for life. I'm beginning to lose enthusiasm for this whole tavern bard gig anyway. There have been no new tales of late to satisfy the need for adventure of the crowds. Mercenaries in this part of the world just aren't as successful anymore.

...

I took a walk, and a few minutes ago arrived in Glowinggarnish, a hamlet a few miles south of the city. People here seem quite freindly and outgoing, so I'm going to see if I can find some interesting tales to tell.

...

So far I've heard tale of some mighty beasts;

- Sitsu Drinkgill the Rains of Weather the hill titan in some shrine called Necrosquids the Rosy Drinks out in the Splattered Hills, but nobody knows where exactly that is. Admittedly, I've never heard of it, but the story is short and concise and amounts to "nobody has ever been brave enough to confront the beast."
- There's Afuni Bristledcanyons the giantess in Hermitscar, also in the tundra near the Painful Axe. All she's ever known to have done was steal something of value, and there are no tales of any attempt to retrieve it, but it is known where to find her, and I have marked it on my map.
- Usmza Jewelheats the Luxurious Pearls the dragon, out in Fortunewealthy somewhwere in the Splattered Hills. He's renowned for killing over twenty-two men, but nobody can tell a tale I don't already know from someone elses' tomes.
- The forest titan Ukal Sunkenpaddles the Gut of Rocks in Skulltwilight the Froth of Grease, again out in the Splattered hills, and again it has yet to be located. Never understood why peasants want to name locations nobody has ever visited before.

I'll Visit the Robust Virtue, the local mead hall, and see if the hearthpersons have anything to say.

A bowman by the name of Ratad told me about yet another titan, one of the swamp, by the name of Thalu Bloatwasps the Glacier of Dells, known to have killed nine men in its lust for murder. It lives in Chantbasins, somewhere in the Splattered Hills, and nobody knows where.

Hah! I have met a dwarf there in the mead hall by the name of Etur Avuzzimesh who DOES know where to find these places! She declined visit any of them, but at least I've learned something. Unfortunately, they're all well outside the reach of the Realms of Touching. Etur must be a foreigner, and a well-travelled one. Nobody has heard of her, though.

I went back and spoke to Etur again. She's the daughter of Sodel Faithstaves, a mayor of The Comedic Mirror who gained her position in the year 800. That's 266 years gone! She mentions no other family members, however, and claims she's been here in Glowinggarnish offering her services at arms to the lord for ninety-three years. I find it hard to believe not a single man knows of her if that's the case, and has apparently done very little in the way of practising arms. This woman is possibly the most pacifistic warrior I've ever heard of. She told me about a lair named the Sewer of Fright, at least, but not what dwells there. Perhaps I will visit; it is not far. A hammerman taught me a little about hammer use and mentioned the lair of a roc, Clodpears, far to the south. The lord of the town granted me a suit of armor and wished me well on my quest to defeat the evils of the world, even though I told him I was seeking great legends to tell of.

I decided to spend the afternoon chasing down game in the woods of the splattered hills south of town while I think about things. I caught a tiercel peregrine and beat it a few times. I think if I practice more, I can at least change careers. Damn bird flew away, though. I walked out into the Skinny Blizzards and there I found a reptile woman! A vampire, no less. She fled from me, screaming only about how she must withdraw. I didn't think I was that frightening, even in this suit. I managed to kill a falcon on the way back, and I'm about to spend the night in the mead hall in Glowinggarnish.

12th Hematite 1066

I awoke this morning from a strange dream, wherein my patron deity Nithim Focussilk the Berry of Singing commanded me to go forth and seek a "Museum" in lands beyond our realm, to spread the songs of my own heroic deeds and bring glory to the world again. I went outside to cook breakfast, and was attacked by a reptile woman vampire. I fought with her, but was forced to retreat back indoors, where she was cornered and slain by a spearman. I think she was the same I saw in the tundra.

I travelled south to the hamlet of Muscleepatterns and there I met a man by the name of Abla Zapaspika who claims to be a necromancer more than four-hundred years old! I find it hard to believe, honestly. I also met another necromancer, Adith Squarebristles, who claims to have been fighting for around two-hundred fifty years. They claim they recently reclaimed the hamlet in the name of the chocolate councils or something, under the leadership of Heju Beaststeeds. A strange band they are, with a dozen or so warriors and an army of civilians. I hired a dwarf crossbowwoman by the name of Fikod and an axeman by the name of Ama to accompany me on my quest for the Museum.

On the outskirts of the nearby town we found a goblin swordsman, a bandit most likely, creeping through the underbrush near us. Ama chased him down and slew him while I and Fikod struggled to keep up. We later found a lair inhabited by the serpent woman Hibor Ladgivit, who was very hospitable and polite. She was apparently a tanner for thirty-four years, but has no family. There was a clutch of three eggs in her burrow, but she admitted that they would never hatch for she had no mate, and that we may take them if we like, so I did, and we will also spend the night here with her, as the town we know to be abandoned and overrun with thieves.

13th Hematite 1066

We awoke this morning to the sounds of conversation in the outer chamber of the burrow. When we came out, we found Hibor sitting with a cave fish woman, whose name is Nebo Sudemlapip. She was apparently a regular housemate of Hibor's, who was out last night hunting. Unlike Hibor, who is lithe and incredibly muscular, Nebo is quite fat. She was an animal trainer for thirty-two years, and like Hibor was orphaned. Adjacent to their home we found the burrow of one Iki Lethecaaditha, another serpant woman, an animal trainer, and also very fat. An interesting community. The next lair we found was inhabited by an amphibian man, who appeared to have killed a human. We slew him. We also killed some dingoes for breakfast and a goblin in Paddlesprinkled for lunch (We didn't actually eat the goblin.) There was a cave fish man in a lair nearby. Friendly fellow.

We stopped by Thimblebristled for the night, a town at the southernmost tip of the kingdom. It's abandoned save for a single curious man in the keep who was talking to himself loudly before we arrived. He then found her had nothing to say to us. Very strange indeed.

14th Hematite 1066

Our southward journey continues uninterrupted. The Innocent Desert is a land of sand and sparse vegetation. And ravens. Very obnoxious ravens. Big cacti, as well. Fikod pointed out the Malodorous Hills as we passed east of them. A place of evil, or so she claims. She's been leading us south towards the Savage Point, a mountain range which is home to her ancestors. There she says we will find an abandoned fortress of dwarves with access to tunnels, so we may bypass the lands of the goblins, which control the mountain pass and associated evil forests we would otherwise have to take. She also pointed out a lair for us to investigate, the Diamond Silvers, but was unsure what actually lived there. I snuck in myself and found not one but two dragons! Both females, by the names of Eve Kesmelustra Ostriabli and Obin Quemereve Usmokpalath Kima. Retched monsters to be sure, but nothing that we could hope to handle in our present

state.

15th Hematite 1066

With the light fading we were forced to camp nearby. In the night we were attacked by dingoes, and Fikod was bitten many times. She survives, though, and we press on. Hopefully none of the bites become infected.

...

We followed the mountains south-westwards until we arrived at the fortress of Axebuff. Here we will access the tunnels, so Fikod claims.

16th Hematite 1066

We have arrived at the fortress of Greenpillar, and thankfully found access to the surface. The caverns were a miserable, dark place, and Fikod alone could tell where we were going. The Forest of Jade here is a nice enough place. There are supposed to be elves here. The dwarves and their goblin barons couldnt tell us where to find this museum, so perhaps they will. The hillocks and fortresses here are all a strange mix of dwarven architecture and the goblins' fetish for trenches and towers.

17th Hematite 1066

Late yesterday evening we visited a hillocks and found it to be overrun by goblins. Said goblins were immediately hostile to us, and a fight broke out. Ama did most of the killing, Fikod ran away, and the goblins just sort of ignored me. Most of these were civilians, and thankfully unarmed. I ordered everyone to leave.

We visited Gorgecircled, an elven forest retreat. It looked about like any other part of the forest to me. Fikod was sure the home tree should have been there, but we could find no evidence of any unusual structures besides some stone paths and a bridge.

After crossing a nearby river we found a lair, which Fikod calls Diedusts the Shade of Fate. We could not open the hatch, and so whatever remains inside does so in safety.

18th Hematite 1066

We arrived in Wavedyawns, supposedly another elven capital. It seems entirely deserted. I'm beginning to wonder if the Realms of Touching is the only civilization the goblins have yet failed to conquer, and this fate can be avoided. To the south Fikod claims lays another human civilization, and hopefully there we will find someone to talk to that doesnt want to kill us.

...

We crossed through a portion of the Unspeakable Hills. Their name is apt, and I refuse to elaborate further. We have arrived at the hillocks of Cuspmansions, and we will spend the night here, hidden in one of the goblins' many towers.

19th Hematite 1066

We slew many goblins in the hillocks of Laborpatterns. These vile creatures would destroy our families and conquer our homes, and I see no wrong in taking them back. The hamlet of Feaststakes we found to likewise be a goblin hold.

...

This journal was found in a village which was filled with undead goblins. Two humans and a dwarf were amongst them.

So yeah, that didn't end well. Can't remember the name of that village, but I'm sure you'll recognize it the instant after you step out of travel mode and try to move on the local map. Zombies everywhere! By the way, the vampire blood didn't help.

I'll be starting a fortress now, I suppose.

Only crashes I had came from legends mode, trying to export a biome + site map. I looked at the site and populations file; 250k+ goblins, and only 50k other races added together. The world is like 50% evil biomes. It all adds up to something I find kind of depressing.

Title: **Re: The Museum II; new adventure succession world**
Post by: **Bralbaard** on **January 26, 2015, 03:16:59 pm**

In the new version I have adopted a strategy to never just drop out of travel mode in the middle of a town, ever. There are far too many goblin and undead infested towns around.

Anyhow, it was a fun adventure while it lasted, good luck on the fortress.

Title: **Re: The Museum II; new adventure succession world**
Post by: **TheFlame52** on **January 26, 2015, 04:14:46 pm**

Put me back on the list, I'm feeling DFish.

Title: **Re: The Museum II; new adventure succession world**
Post by: **Eric Blank** on **February 01, 2015, 02:41:22 pm**

~~I will upload the save either tomorrow evening or Tuesday, depending on how long it takes.~~

Save's up. Have !!FUN!! with that! (<http://dffd.bay12games.com/file.php?id=10541>)

I forgot the URL. Sometimes I need to slap myself...

Title: **Re: The Museum II; new adventure succession world**
Post by: **Bralbaard** on **February 09, 2015, 03:02:06 pm**

Quote from: Eric Blank on February 01, 2015, 02:41:22 pm
~~I will upload the save either tomorrow evening or Tuesday, depending on how long it takes.~~
Save's up. Have !!FUN!! with that! (<http://dffd.bay12games.com/file.php?id=10541>)
I forgot the URL. Sometimes I need to slap myself...

I had missed the update with the uploaded save.
I'll send migue5356 a PM.

Title: **Re: The Museum II; new adventure succession world**
Post by: **Bralbaard** on **February 21, 2015, 02:27:53 pm**

No response. NAV is up next.

Title: **Re: The Museum II; new adventure succession world**
Post by: **NAV** on **February 22, 2015, 07:56:59 pm**

Turn started.

Title: **Re: The Museum II; new adventure succession world**
Post by: **NAV** on **February 28, 2015, 01:33:33 pm**

Spoiler: THE ADVENTURES OF CONI GENAMMEC (click to show/hide)
My name is Coni Womentips, hearthperson of the Band of Distraction.
I struck up a conversation with Lady Omli Dopodilum, mentioned that I was a great adventurer and she asked me to slay a roc, Rosha Saffronpants the Special Hoof. Killed 28 in his lust for murder.

I "borrowed" some equipment from the keep, a full suit of armour including a bronze helm with an image of a horse monster. It is terrifying.
I also found a lead flask with an image of a satyr on it.

In the keep's basement I found some brown recluse spider man webs. Worth investigating. I found a couple pikemen also in the basement. They refused to join my quest then told me to go kill a dragon. Jerks probably want me dead. There were no spider men though.

After travelling a few hours I found a lair. A lair that contained absolutely nothing!

While crossing a river, I found a giant snail. I snuck up behind it and grabbed both its eyestalks in my hands, but it was too strong and wrestled them away. Then I struck it twice with my iron greatsword, denting the shell. It leapt into the air like I never knew a snail could, and while it was airborne I clove a large gash into its shell. Then I slashed of both its eyestalks and chopped the beasts head off. I took its right eyestalk as a trophy.

The sun went down before I could make it to a town. I have no companions. Shit. I am surrounded by an incessant cackling.

Thus ends the tale of Coni Genammec.

Save (<http://dffd.bay12games.com/file.php?id=10631>)

Title: **Re: The Museum II; new adventure succession world**
Post by: **Timeless Bob** on **February 28, 2015, 01:52:31 pm**

Ah yes, the Giant Snail. Big as a bus, strong as a grizzly, and docile as a, well, as a snail. Survives as a species by coating predators in bogey-man attracting pheromones. (Is thought by some to be the adult form of bogey-men after the "incessant cackling" larval stage.)

Title: **Re: The Museum II; new adventure succession world**
Post by: **Eric Blank** on **March 01, 2015, 01:52:58 am**

Like these things;

Spoiler (click to show/hide)



That show was nuts, by the way.

Title: **Re: The Museum II; new adventure succession world**
Post by: **Cerapter** on **March 13, 2015, 09:33:08 am**

Welp. Just in time for the finals.
I ain't go no time for dis, sadly. Still have to do about 90 or a hundred theses (20 from every subject).

Skip my turn.

Title: **Re: The Museum II; new adventure succession world**
Post by: **Timeless Bob** on **March 13, 2015, 12:03:55 pm**

Quote from: Eric Blank on March 01, 2015, 01:52:58 am

Like these things;

Spoiler (click to show/hide)



That show was nuts, by the way.

What show was this? I don't recognize it.

Title: **Re: The Museum II; new adventure succession world**
Post by: **Eric Blank** on **March 14, 2015, 04:14:16 pm**

"The future is wild." Aka "the 3d modelling department guys were really fucking high last Wednesday, but we think we can make money off it anyway."

Title: **Re: The Museum II; new adventure succession world**
Post by: **Timeless Bob** on **March 14, 2015, 04:27:06 pm**

It got published, so I guess it worked. "Future History"... wild.

Title: **Re: The Museum II; new adventure succession world**
Post by: **NAV** on **March 14, 2015, 06:27:58 pm**

I totally remember that show. It was weird, but kinda cool.

Title: **Re: The Museum II; new adventure succession world**
Post by: **Bralbaard** on **March 15, 2015, 02:43:49 am**

Ah, yes, I actually liked that. Were there multiple episodes? I've only seen it once, and I don't remember the snail things. I've send deepfreeze a PM .

Title: **Re: The Museum II; new adventure succession world**
Post by: **Eric Blank** on **March 15, 2015, 04:52:56 pm**

I'm not sure if they were episodes, but the show was aired in several parts over the course of a week or something. Probably find it on Netflix now, as a guess.

Title: **Re: The Museum II; new adventure succession world**
Post by: **Bralbaard** on **March 25, 2015, 12:44:25 am**

No response, It's Phenoix12's turn now.

Title: **Re: The Museum II; new adventure succession world**
Post by: **NAV** on **March 25, 2015, 01:15:03 am**

Oh dear, I forgot to ask for another turn. I would like another turn, s'il vous plait.

Title: **Re: The Museum II; new adventure succession world**
Post by: **Augster999** on **March 25, 2015, 11:17:44 am**

I don't care if it takes months to get to my turn; count me in!

Title: **Re: The Museum II; new adventure succession world**
Post by: **NJW2000** on **March 25, 2015, 01:04:11 pm**

Can you count me in then maybe send me a PM when its me turn? I might not remember to keep checking for 40 weeks, but will possibly need something fun to do around now. Will try to write a nice story about my adventures.

Title: **Re: The Museum II; new adventure succession world**
Post by: **Eric Blank** on **March 25, 2015, 08:57:44 pm**

I, too, would like to try again at not dying horribly.

Title: **Re: The Museum II; new adventure succession world**
Post by: **Bralbaard** on **March 26, 2015, 03:25:12 pm**

Turn list updated!

edit: no response from phenoix, SOGGYPOTATOCHIPS is up next..

Title: **Re: The Museum II; new adventure succession world**
Post by: **Phenoix12** on **April 04, 2015, 01:48:07 pm**

DAMN IT!!!

I got caught up with school and work and forgot to check in!!

...now I'm sad.

If SOGGYPOTATOCHIPS doesn't respond can I have my turn I missed? Or do I have to wait for another long long time in which I'll most likely forget to check in again...

Title: **Re: The Museum II; new adventure succession world**
Post by: **Timeless Bob** on **April 06, 2015, 10:14:56 pm**

RL made me skip my turn too, phoenix: get in line with the rest of us.

However, if all the rest of the people on the turn list got a PM asking them to post here if they're still interested in taking a turn, we could weed out quite a few of those who are either no longer in the forums or know that RL will be busy for the next while (and can ask to be put at the end of the list so they don't keep anyone else waiting.)

To start with, I'm still totally interested.

Title: **Re: The Museum II; new adventure succession world**
Post by: **TheFlame52** on **April 07, 2015, 04:26:36 pm**

Still here.

Title: **Re: The Museum II; new adventure succession world**
Post by: **Cptn Kaladin Anrizlokum** on **April 07, 2015, 05:29:45 pm**

Quote from: TheFlame52 on April 07, 2015, 04:26:36 pm

Still here.

Same.

Title: **Re: The Museum II; new adventure succession world**
Post by: **Unraveller** on **April 07, 2015, 06:52:02 pm**

Yeah, I'm glad that my turn is finally coming around. Though I know it is simply going to end anti-climacticly.

Title: **Re: The Museum II; new adventure succession world**
Post by: **Argonnek** on **April 09, 2015, 11:53:58 pm**

I, too, am still interested in my turn.

Title: **Re: The Museum II; new adventure succession world**
Post by: **NJW2000** on **April 10, 2015, 04:13:16 am**

I, too will still be interested in my turn when it comes up... sometime around 2043

Title: **Re: The Museum II; new adventure succession world**
Post by: **Nail** on **April 10, 2015, 10:25:40 am**

I'm also still there.

And my turn is actually coming around soon this century!

Title: **Re: The Museum II; new adventure succession world**
Post by: **Bralbaard** on **April 10, 2015, 01:17:03 pm**

Soggypotatochips didn't show up either, its been months without anyone showing up. I'll try and send out a PM to everybody, somewhere this week, it would definitely help if the turn list was cleaned up somewhat.

Title: **Re: The Museum II; new adventure succession world**
Post by: **Unraveller** on **April 10, 2015, 06:25:43 pm**

Agreed, we require more momentum. Choo Choo! The Museum train can't stop like this!

Title: **Re: The Museum II; new adventure succession world**
Post by: **Bralbaard** on **April 11, 2015, 03:29:28 pm**

Quote from: Nail on April 10, 2015, 10:25:40 am

I'm also still there.

And my turn is actually coming around soon this century!

Good news, your turn has arrived today, there should be plenty of century left when you are done.
I'll send a pm with the save file. (Pisskop could not take his turn)

Title: **Re: The Museum II; new adventure succession world**
Post by: **Nail** on **April 11, 2015, 03:45:40 pm**

Okay, I may not be able to start tomorrow, but after that I have basically nothing going on in RL for the next few weeks, so short of a natural disaster *cough*crash*cough* you can expect some updates for once.
Hopefully I won't die too quickly :-[. I mean, what am I gonna do with the rest of my century otherwise?

Title: **Re: The Museum II; new adventure succession world**
Post by: **Eric Blank** on **April 11, 2015, 04:42:41 pm**

Make a fort that lasts a century, of course!

Title: **Re: The Museum II; new adventure succession world**
Post by: **Nail** on **April 13, 2015, 05:08:38 am**

Ok, let's see what this new assignment is all about. Probably just another guy who couldn't pay the interest. Yup there it is: payment overdue. Ah, he was probably paying for his son's smithy apprenticeship. Well, if he was gonna scam somebody out of their money he should have picked a different syndicate. He should know that The Late Rock has a strict "all-loans-returned" policy. After all, we have a reputation to keep.

Some time later..

This may be more difficult than I initially thought. To start with I hit up my contact in the smiths guild for where I could find that expensive son.

[Spoiler](#) (click to show/hide)



Luckily he was actually right around the corner and I called on him to inquire about his father.

[Spoiler](#) (click to show/hide)

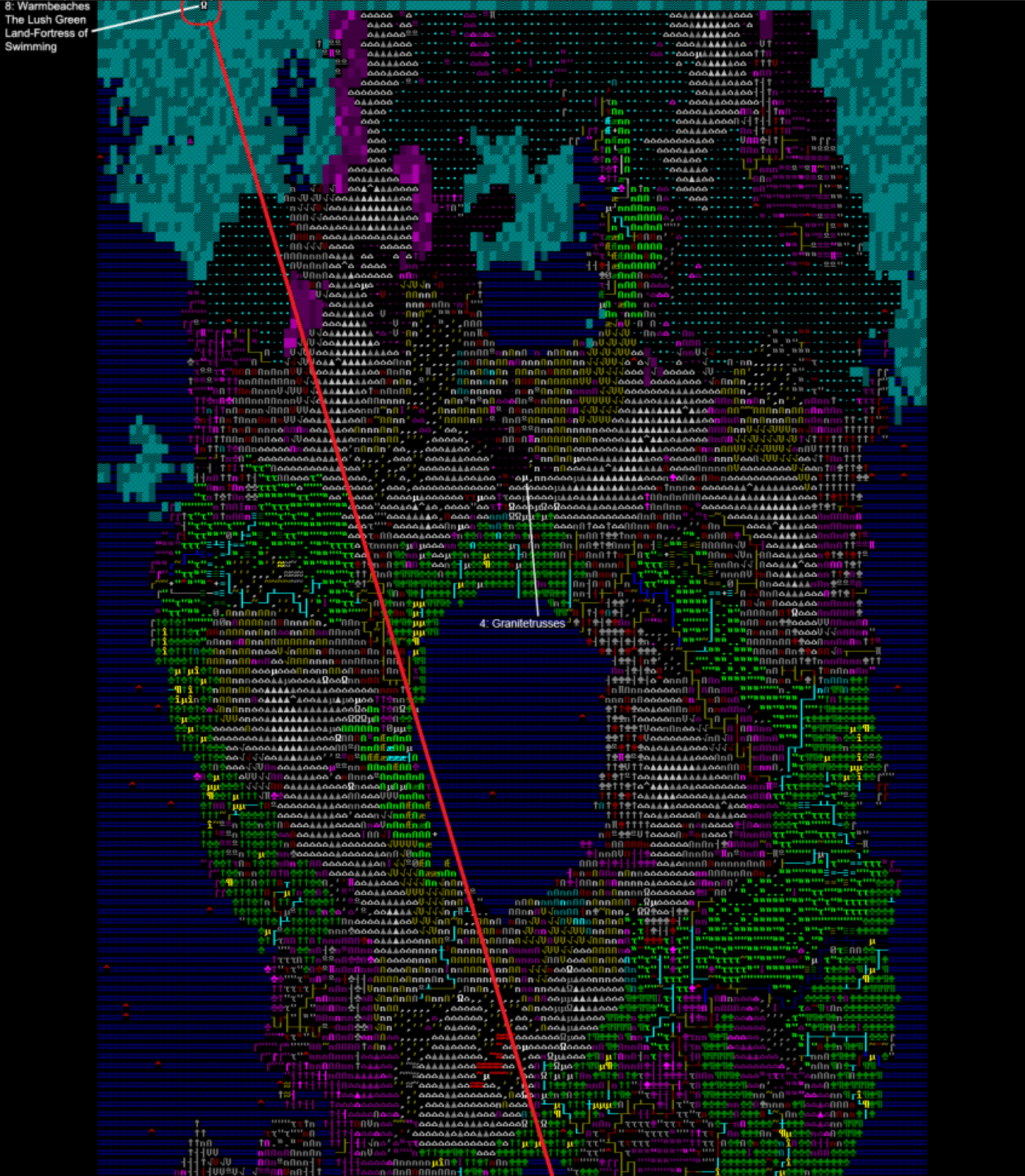


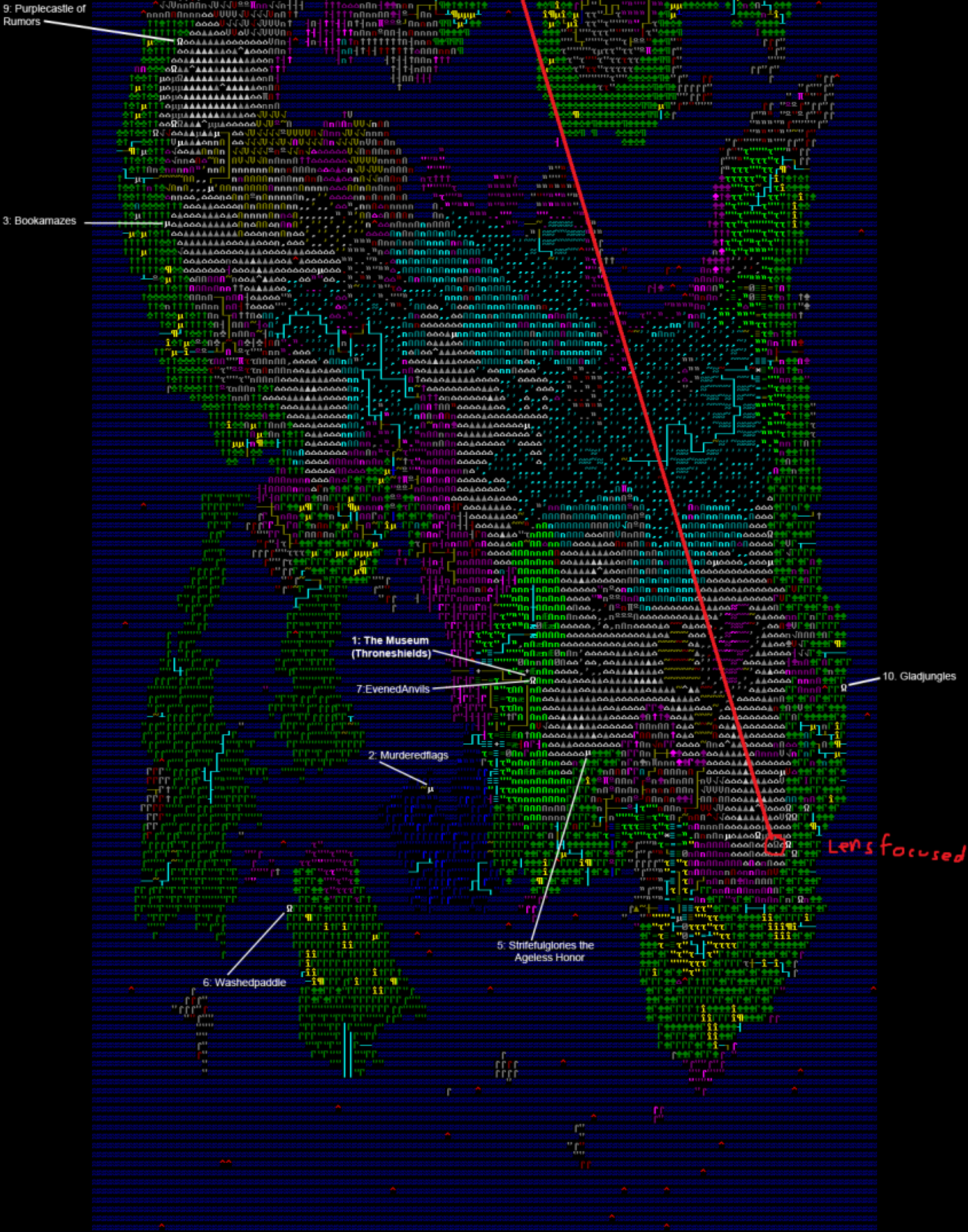
I decided to switch to ascii

From what I got out of the boy the father isn't as much of a fool as I thought and he has skipped town to the famed tourist resort and tax evader's paradise Warmbeaches the Lush Green Land-Fortress of Swimming. Oh, and did I mention IT'S AT THE OTHER FUCKING END OF THE WORLD?

Here, let me illustrate:

[Spoiler](#) (click to show/hide)

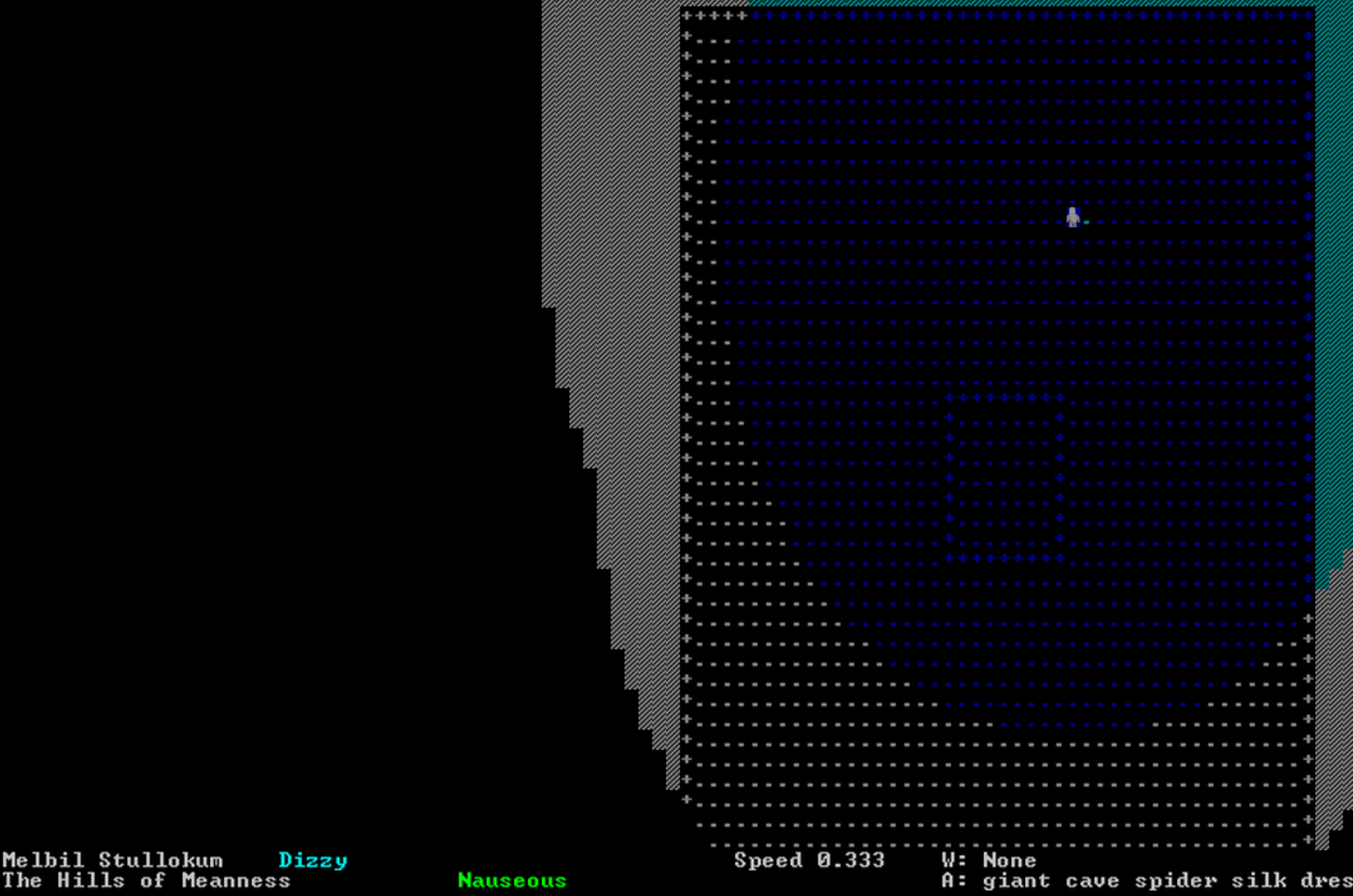




Oh well. There goes my reputation. May as well try going in that direction

oH GOD OH GOD OH GOD WHATISTHISBALLOFFIREINMYEYES!

[Spoiler](#) (click to show/hide)



Spoiler (click to show/hide)



Uhh just passing through... Yes that's a roc.

I sure hope this blue stuff is just gross.

Spoiler (click to show/hide)



Ugh. I finally made it to a human hamlet. Maybe I can get myself get checked out by a doctor. I mean I’ve heard cave adaption can be hard on you, but though the vomiting has stopped, I’m still stuck in a permanent dizzy spell. I almost drowned on the way here since my swimming isn’t great at the best of times. Eyes are kinda fuzzy, too. Hm. These villagers don’t seem to be all too healthy either. All green and stuff.

[Spoiler](#) (click to show/hide)



Oh shit.

Ruuun!

I was sure I was going to end up a very dead loan shark, but as I was running and hoping the goon I had taken with me would distract the gobbos for a while, space around me seemed to warp and somehow I was out of sight of the horrible green menace. I don’t understand entirely what happened, but I’m not questioning it. Maybe the muck gave me superpowers. [ooc: I was somehow able to enter fast travel and get away]

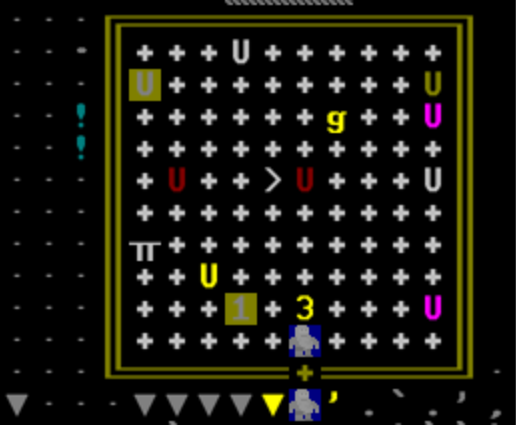
Looking for a safer place to rest I went to the lord’s mansion, figuring if the gang was in the middle of town the place was either already looted or safe. Behind the doors I was greeted by yet another greenskin, this one in much fancier clothes than the others. Since she also seemed quite distraught, I figured it’d be better to not rely on my newly gained powers kicking in when bolting, and try to talk to her. She was indeed quite forthcoming, letting me look for some gear in their storage despite turning down her plea for help with the bandits. Didn’t have anything that fit me though.

The empty hamlet was actually right next to the regional capital which was immediately worrying to me: If the goblins were already this close...

And indeed, the city was practically abandoned. From what the lady told me the city of Seslebedo – “Elbowdistance” – was taken over just four years go as part of The Conflict of Wars. Even the humans hiding in the mansion did not seem be particularly sad about that; it seems the governors tried their very best to live up to the city’s name.

As I make my way through the empty city, I start to understand the contempt of the villagers. The city is crumbling to dust, and, cuddled in their little fortress in the middle, dozens of officials and holy men pretending to rule their country as if nothing had happened, fantasizing about glory to be gained in killing monsters.

[Spoiler](#) (click to show/hide)



See that noise outside?

I mean seriously

The Abbey of Boys

This town is messed up.

Suddenly Fighting! From somewhere an Olm Man Master bursts into the room and all the insane Highs and Exalted and Holys and Sacred start whacking him. The fighting is over before I even realise they’re not attacking me. I wipe the befuddled look of my face just in time to realize that they actually attacked the guy instead of running away and have apparently subsisted within this castle for four years without food. In my typical brilliance with words I immediately shout: “Vampire”.

[Spoiler](#) (click to show/hide)



I literally just accused him on a whim

Nobody attacks me though.
Deciding not to take any chances I step out of the building and pretend nothing happened.

Title: **Re: The Museum II; new adventure succession world**
Post by: **Galena** on **April 13, 2015, 06:46:50 am**

Add me to the list, I will find all the artifacts

Title: **Re: The Museum II; new adventure succession world**
Post by: **Lara** on **April 13, 2015, 08:55:16 pm**

I'd like a turn, please.

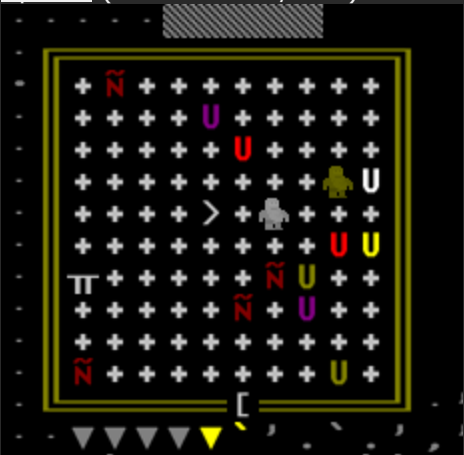
Title: **Re: The Museum II; new adventure succession world**
Post by: **Bralbaard** on **April 14, 2015, 01:42:01 pm**

Warmbeaches the Lush Green Land-Fortress of Swimming? That is ambitious.. I'm looking forward to the rest of the story.
I'll update the turn list.

Title: **Re: The Museum II; new adventure succession world**
Post by: **Nail** on **April 14, 2015, 02:26:37 pm**

I decide to try exploring the crypts of **The Abbey of Boys**. I am terribly underequipped for any kind of journey, and I'm certainly not going to go back through that muck now that the dizziness has finally worn off. I had forgotten how difficult it is to get equipment my size outside of the mountainhomes.

Since the dizziness comes back sporadically and I can't seem to find the abbey, I'm going to give the fort another try. Maybe I can loot some stuff in the dungeons.
After a bit of investigation it turns out less than half the people in the tower are Vampires! What a relief.
[Spoiler](#) (click to show/hide)



They are all very friendly though. I will leave them alone for now.

Well, wasn't that a waste of time. The dungeon is just as empty as the city.
As I make my way out of the tower, I'm overcome by my boredom and throw a knife at one of the Vampires. The whole room immediately turns on me.
[Spoiler](#) (click to show/hide)

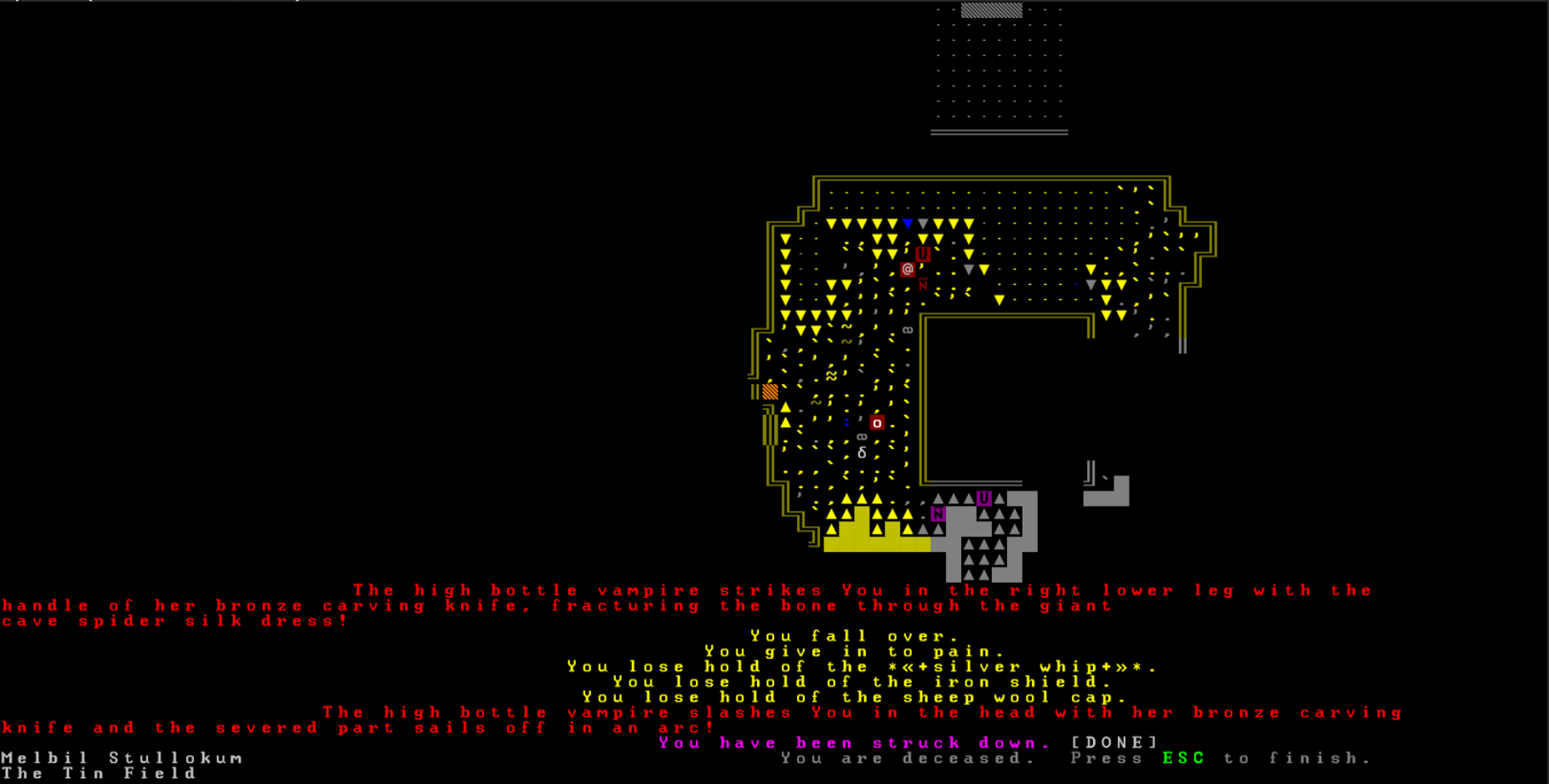


As my companion is struck down I regret letting one of my whims getting the better of me again and decide the moderate wounds I Have received will be enough of a lesson for me and do what I am best at: Running. And it seems to work, only a few of the pursuers are able

to keep up and I lash at them when I get a good opportunity. Two of the remaining three are already gravely injured.
The non-vampire falls...
Spoiler (click to show/hide)



but the healthy vampire lands a lucky strike, sending me into unconsciousness from which I do not wake up.
Spoiler (click to show/hide)



Quote from: Bralbaard on April 14, 2015, 01:42:01 pm
Warmbeaches the Lush Green Land-Fortress of Swimming? That is ambitious.. I'm looking forward to the rest of the story.
I'll update the turn list.

Oh, that was what i intended, until i realized I had started at the other end of the world. I was pretty sure making that trip wasn't going to happen, but I did not count on my stupidity stopping me dead in my tracks this soon. :P Point of interest though: I had the option of *starting* there so maybe I'll do that when I give this another go. On that note, sign me up please.

As for a fortress I would have time to make one, but I'm of the opinion the thread needs to start rolling again so I would propose I hand over the save as is to the next guy immediately, if he's ready. Judgment call on that Braalbard?

Title: **Re: The Museum II; new adventure succession world**
Post by: **endlessblaze** on **April 14, 2015, 04:35:23 pm**

you should have drank blood from one of the dead vamps first. might have helped.

Title: **Re: The Museum II; new adventure succession world**
Post by: **Eric Blank** on **April 14, 2015, 04:59:22 pm**

Would have been useful for the running away portion, at least.

This world will kill us all...

Title: **Re: The Museum II; new adventure succession world**
Post by: **Timeless Bob** on **April 14, 2015, 05:35:41 pm**

Perhaps starting from the Museum and "pacifying" the surrounding area with a few dozen adventurers first would be a better strategy?

Title: **Re: The Museum II; new adventure succession world**
Post by: **Nail** on **April 15, 2015, 05:01:28 am**

Oh, this was entirely my stupidity. I had basically already gotten away when I saw there were just three left, one of which with an already busted leg. The area wasn't actually dangerous, that's basically why I provoked the fight. Most of the hamlets in the area were peaceful or already cleared out and the city, including the dungeon was entirely empty of loot and enemies. I think my biggest mistake was actually starting as a dwarf and not immediately looking for equipment at my starting point. The world is entirely manageable as long as you avoid the evil areas.

My concern is more that the calendar when starting already takes ages to tick. I hope it doesn't eventually get stuck.

Title: **Re: The Museum II; new adventure succession world**
Post by: **Timeless Bob** on **April 15, 2015, 06:04:50 am**

Saaaay now that's an interesting idea:

What if one Player were to make an adventurer, wait for the days to tick by and all that, then when the adventurer finally appears, save the game and pass that along to the next Player? Next Player has to use that adventurer and do some interesting adventury stuff with it before retiring/dying and genning a new adventurer before saving the game...

Would work with embarks too - you have to play the embark/re-embark that the last Player just saved for an in-game year before either retiring it and setting up a new embark/re-embark. The trick is that the turn always has to have a retirement or abandonment somewhere in there for the RNG to do its thing.

Could make for some interesting stories.

Title: **Re: The Museum II; new adventure succession world**
Post by: **Bralbaard** on **April 15, 2015, 02:21:16 pm**

Quote from: Nail on April 14, 2015, 02:26:37 pm

As for a fortress I would have time to make one, but I'm of the opinion the thread needs to start rolling again so I would propose I hand over the save as is to the next guy immediately, if he's ready. Judgment call on that Braalbard?

Building a fortress will only take a few days so it's no problem to wait for a bit. If you want to move on, just post the save and we'll let unraveller know he can start.

Title: **Re: The Museum II; new adventure succession world**
Post by: **Unraveller** on **April 16, 2015, 10:05:44 pm**

Time for some, "Just-before turn" squats. You know, get really pumped up to be immediately let down.

Title: **Re: The Museum II; new adventure succession world**
Post by: **Swords-Otter** on **April 16, 2015, 11:45:58 pm**

I would just like to clarify that I am still interested in playing my turn

Title: **Re: The Museum II; new adventure succession world**
Post by: **Bralbaard** on **April 17, 2015, 03:00:09 am**

But.. you're not on the turn list? I could add you of course.

Title: **Re: The Museum II; new adventure succession world**
Post by: **tonnot98** on **April 17, 2015, 03:51:38 pm**

Quote from: Swords-Otter on April 16, 2015, 11:45:58 pm

I would just like to clarify that I am still interested in playing my turn

Title: **Thomod Sinaabo**
Post by: **Unraveller** on **April 20, 2015, 06:59:40 pm**

"Ah, at last we come to de final show, eh?"

A rather large and particularly chiseled man fastens his boots whilst splayed out upon a rough wooden floor. Props and numerous other strange items are scattered around this room, and while the cramped area appears uncomfortable, the man seems totally at ease. This place had been his home for so long, a goodbye could not be easy.

"You're on soon Mister Sinaabo." a young voice calls from an archway causing the muscular man to stand to attention and snap out of his daze. Slipping on a tank top he begins striding towards the direction of the voice. Soon enough another, albeit much older, voice brings out a true spark in the man's sepia eyes.

"Introducing, the world's strongest man, Thomod Sinaabo!"

Time begins to slow in Thomod's mind, just as it always does during these performances, though something is different this time as if the burden upon his shoulders is even heavier than usual. A decadent red curtain is raised and there before a seemingly endless crowd, dotted faces of humans, dwarves, elves, even goblins, he stands, tall and resolute.

Thomod Sinaabo

A medium-sized creature prone to great ambition.

He is bald. He is incredibly muscular. His sepia eyes are bulging. He has a scratchy voice. His head is extremely tall. His nose bridge is convex. His eyebrows are slightly low. His lips are slightly thick. His hair is quite dense. His hair is taupe. His skin is dark peach.

His mustache is incredibly manly.

With a twirl of his mustache Thomod speaks with his usual thick accent, "Show time!"

The ensuing show is a blur of incredible feats of strength and endurance. Truly it must be possible to reach a godly level of pure manliness and truer still Thomod has surpassed it. A particularly well done scene involved the flipping of their elephant Bess. Luckily the girl is trained, such stories of horror there have been from wild elephants.

Long into the night there is hustle and bustle, such a famous circus going out with a bang. And yet no one, not even Thomod had known the reason for the disbanding. Their ringleader, always a rather suspicious individual had kept their lips sealed.

At last, the dawn breaks and with it comes new opportunities for the performers, tearful goodbyes are said and groups break off from one another. A true manly man allows their emotions to flow, and Thomod had done that very thing. Finally he began parting his way from the stage, it would stay there, near the town of Stakestar. A monument to their legendary performances.

Just as the strongman was finished packing his scant belongings and turning away a raspy voice catches his attention, "You put on a fine show, for a human" The source of the voice, none other than Thram Wurwimad, goblin lord of Stakestar. Beside him, another of the lead performers for their circus, a human and longtime friend of Thomod, Oma Erdapsipkat, Sword Swallower.

"To what do I owe this hon-" began the muscular man, quickly being cut-off by his old co-worker. A trait that had truly irked Thomod, "W-we really n-n-need to listen to this guys deal Thom!" Oma spoke, chittering rather nervously. Thomod, unsure what to make of the situation, twirls his mustache cautiously, "You have my attention." he says softly.

The small mangy green lord chuckles in delight at this, "Goood, very good." he coos, soon adding, "I am willing to aid in the, say, refinancing of your beloved circus."

Immediately this perks the attitude of the solemn Thomod right up, "Really, you truly mean it? Oma, tell me this isn't some kind of joke?"

The girl's eyes dart to and fro, "H-he means it, he really does. Lord Wurwimad has t-the power and wealth t-t-to do it!"

The strongman leans in quite close to the pompous lord, "What must we sacrifice?"

The goblin gives another cankerous chuckle and spouts , "Sacrifice! Ha, there will be no sacrifices, this is a win-win for all of us. Now listen, I have heard rumors of a place, a museum of sorts, clad in gold and within, treasures beyond your wildest imaginings. This lies to the east, near the dwarven, Evenedanvils. I desire the treasures within, bring me them and I shall build your circus up to the very heavens, no being will not have heard of it!"

Oma violently nods her head as she stares down the strongman, obviously she is eager to take the deal. With a short contemplation, and a twirl of the mustache Thomod replies, "You would have us steal?"

The goblin lord appears offended, even if the muscled man is suggesting the truth, "Think of it more as borrowing, surely they won't miss it if you take a few valuables from their endless hoard of treasure. Besides, do you not wish for your beloved circus to rise again?"

The manipulative words and pressure from Thomod's peer start eating away at him, "Wait a minute, isn't that a very short walk from here, why do you not do it yourself?

With a blank look on his face the lord responds in an apathetic manner, "Look I'm a busy goblin, go, don't go. Decide quickly!"

Oma's head now nodding at mach speed, the chiseled figure finally caves in, "We will go, but, I cannot give promises." And with that, the green snob waves the two off with a deliciously evil grin.

Will the strongman give in to pressure and sign a proverbial deal with the devil? Will he give up his manly pride to see the circus returned to him? Find out next time on the daring adventures of Thomod Sinaabo!

Title: **Re: The Museum II; new adventure succession world**
Post by: **Bralbaard** on **April 21, 2015, 01:39:02 pm**

Great! just make sure you do not underestimate the difficulty. Out af all the contenders we had we have only one submission to the museum so far.

Title: **Re: The Museum II; new adventure succession world**
Post by: **Unraveller** on **April 21, 2015, 03:20:08 pm**

Of course, I'm completely sure I'll die in the most anti-climactic way possible.

Title: **Re: The Museum II; new adventure succession world**
Post by: **Swords-Otter** on **April 22, 2015, 03:29:48 am**

sorry about that my brother forgot to log me out he is "the lupanian"

Title: **Re: The Museum II; new adventure succession world**
Post by: **Unraveller** on **April 23, 2015, 11:35:46 pm**

"At last! This must be de museum lord Wurwimad was taking about. Maybe a little exagerated, but beautiful none the less. Come 'ere Oma, just look at this strange plum stone." Thomod's mood had become jovial, the thought of reforming the circus had lightened his spirits.



"J-J-Just open t-the door Thom, we mustn't be s-s-seen." Oma chattered in her usual nervous sense, poking the back of her companion.

Laughing heartily the muscular man responded, "Look 'round girl, there's nary a soul!" with a final sigh he opened the double doors.



The joy faded away instantly from Thomod's face being replaced by a grim smirk, "And nary a treasure to be seen aswell." Only but three out of the large room of display cases had anything to be seen within. Two skulls with bits a flesh rotting off, a massive heart long dead alongside a large menacing tooth, and, to round the collection off, a flask of some horrid and ultimately ungodly concoction.

Breaking the silence, the muscle man spoke again in that same grim tone, "This must be some kind of joke. Or maybe de wrong place? No." He solemnly stokes his manly stache as Oma pokes around quite cautiously.

What seems like forever passes before the silence is broken again, this time by the nervous little sword swallower, "W-What if we just go out and find a ton of t-t-treasure?"

Waving his hand, the strongman responded, "Naw, that would never work." Shortly after he added, "Ah! But what if we go out, find a bunch of treasure, put it here to be displayed in the museum and **THEN** bring it to Thram? It is brilliant plan!"

"But where do we start?" Oma piped in.

"I believe I can be of aid with that." A wheezy voice had filled the room yet there were no beings other than the circus performers.

Standing to attention, the strongman near shouted, "Show yourself!" as Oma had quietly creeped in hiding behind the much larger man.

"Over here young ones. Don't be afraid." The voice, however impossible, was coming directly from the wooden wagon that had sat in one the museum's corners. "Come closer, I won't harm ye".

The grimness on Thomod's face had now been replaced with utter confusion, "Excuse me, but how is it that you can speak?" he said whilst stroking his mustache.

The impossible wagon had responded in kind, "Well boyo, how is it that **YOU** can talk? Now that that is settled, I couldn't help but notice that you two are interested in the mighty prospect of **ADVENTURE!**"

At this point Oma had already fainted, bless her little heart. Thomod, deciding that nothing good can come from further inquiry about the rickety wagon's existence, replies, "I suppose you are correct, looking for treasure and all that."

Staring deeply into the strongman's eyes (?) the animate wagon spoke in a particularly ancient tone, "Well lookie, I've just the right adventure for the both of ya."

Wagon: Our people have been tormented by a fearsome foe. Pukesport the Grizzly Dreams is in The Coastal Hills. Seek this place if you hunt Yellfamous the Scabrous Claws the minotaur. You: Can you tell ne the way to Pukesport the Grizzly Dreans? Wagon: Pukesport the Grizzly Dreams is a half day's travel to the west. [You receive a detailed description.]

Now it was the muscled man who had become nervous, "You'd have us fight a minotaur? You must want the two of us dead."

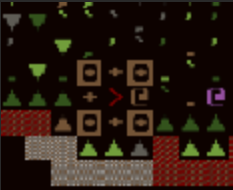
The wagon had caught him, "Did you not say that you would do anything to bring yer beloved circus back to life?"

"How did y. . ."

"What are ye sissies waiting fer, get on with it!"

Without another word Thomod collected the unconscious Oma and strode out the doors. There were things tat simply should not be questioned, besides, the wagon was right. Thomod had never wanted anything more in his simple life. Minotaur it is.

ONE 'TRAVEL' LATER



Never had a crummy downward staircase been so daunting, perhaps the pillars had made the man uneasy, "I'll be right back girl, promise." Unfortunately he was good at faking courage and bravado.

The sword swallowing girl had crossed her arms and pouted, "Y-you had better come back you oaf. I want you by supper time, you hear me?"

Perhaps the final chance? Thomod let off a hearty laugh and flashed a warm smile, he wasn't so sure he'd be back. All that mattered now was his plunge into the darkness below.

And truly this was not mere darkness, the very air was thick with an unbelievable acrid odor, how could anything actually live down here? Not only had the darkness blinded him, but Thmod was stumbling through labyrinthine halls roughly hewn. If only he could find a light -- Ah! a nice rope, must be a lamp! Minotaur's have got lamps yeah? The strongman did what any thick headed hume would do, pull and pull on the rope. Why wasn't there light?

Thomod had sat in the dark cavern pondering his dilemma, however a quite startling flair of nostrils had reignited his cowardice. A

covered lantern is revealed, the muscled man had been pulling on the braided beard of some fellow, at least the light had come on though.

"WHAT'S ALL THIS THEN?"



Oh my.

Will our hero be pummeled into the dirt? Will his passions be founded? Who was that mysterious wagon? Find out next time on the daring adventures of Thomod Sinaabo!

Title: **Re: The Museum II; new adventure succession world**
Post by: **TheFlame52** on **April 24, 2015, 03:58:58 pm**

A talking wagon. Truly, Dwarf Fortress is the most realistic game in existence.

Title: **Re: The Museum II; new adventure succession world**
Post by: **Eric Blank** on **April 24, 2015, 08:56:55 pm**

Pretty damn good fairy tale simulator at least.

Title: **Re: The Museum II; new adventure succession world**
Post by: **Timeless Bob** on **April 24, 2015, 09:22:55 pm**

I've often thought the structure was ideal for the creation of Greek Tragedies.

Title: **Re: The Museum II; new adventure succession world**
Post by: **maxcat61** on **April 25, 2015, 01:13:36 am**

[Quote from: Timeless Bob on April 24, 2015, 09:22:55 pm](#)

I've often thought the structure was ideal for the creation of ~~Greek~~ Tragedies.

Your wording was a little off, so I fixed it for you.

Title: **Re: The Museum II; new adventure succession world**
Post by: **Unraveller** on **April 25, 2015, 11:30:23 pm**

Thomod stands face to face with a great and powerful beast, a minotaur and not a very happy one. "You wouldn't happen to have any treasures that I could borrow?" the strongman says meekly, his adrenaline pumping as this labyrinth could become his grave very soon.

"YOU TELLING ME THAT YOU CAME ALL THE WAY HERE TO STEAL FROM ME?!" the minotaur's nostrils had flared, for some unknowable reason it was seething with anger, and the dim light from its lantern had only made the situation more spooky.

Thomod's words choked in his throat, he wasn't the best at negotiation and he certainly wouldn't start now. Besides, what could you possibly say to calm a beast such as this? Nothing, they respond to one simple thing, strength, and thankfully Thomod had that to spare.

"DO YOU KNOW WHO I AM?" the bovine screams whilst pointing two fingers toward itself in a flexing position, "YELLFAMOUS! THAT'S WHO I AM!"

"Ohh I coulda swore you were Quietwhispers, the smallest kindest minotaur 'round." the strongman spoke mockingly, getting into a fighting stance, and perhaps saying a few prayers in his head aswell.

"NO, QUIETWHISPERS IS MY COUSIN, AND YOU'RE SO GONNA PAY, HE IS NOT SMALL!" the enraged beast charged, horns aimed to gore the muscled man straight through the heart.

Thomod tears his shirt off in the most manliest of manners and spouts what could be his final words, "Come on beastie, show me what your made of." Time slows just as it always had for the strongman during his performances, this was unlike any other, well except for the threat of painful death.

You mess with the bull, you get the horns, and Thomod really got the horns. In split timing he placed both of his powerful hands around them and grasped. Digging deep the strongman, aided by Yellfamous's momentum began lifting the monstrosity clean over him. Finally coming down in an extreme suplex of sheer manliness before the minotaur had even realized what occurred.

You punch The Minotaur in the lower body from behind with your left hand, bruising the nuscle and tearing the lower spine's nervous tissue!
The Minotaur falls over.

And just like that, it was over. Through Thomod's superhuman strength he was able to incapacitate the creature with one maneuver. His hands still grasping both horns, breaks them right off, surely they were valuable.

And that was it, but Yellfamous was more than just a sore loser, constantly ranting and raving as he was immobilized on the ground.

Minotaur: Only in death will you realize your fatal mistake!
Minotaur: BAAAAGHH! Your legs will be my new toothpicks!
Minotaur: I an the crusher of Nithim Svelteredoracle, a worn unfit even to grovel before me!
Minotaur: I an the nemesis of Bal Spreadconjured, whon I buried alive under a mountain of hatred!

Just as Thomod was getting ready to end the squealing bull something had changed his mind like a snap of a finger. Slapping the minotaur to shut it up for a second the man spoke, "One chance, you will change your cruel ways, and I'm giving yeh one chance. If even for a second you get a shadow of an inkling of a feeling that you might hurt someone, I'll be back."

You punch The Minotaur in the upper body with your left hand, bruising the nuscle, jamming the right false ribs through the liver and tearing the liver!
The Minotaur gives in to pain.

Knocking him out so the the beast could think on it during his rest the dank cave that Thomod was squatting in had become silent. It was during this short silence that a realization had come to the manly man, starting up the circus again, through dubious means no less, was simply selfish. He had not stopped to think of anything more than wanting his comfort back. No, he could change, finding meaning in aiding those who would need aid, in creating a better world for all to live in, even the beasties.

With that thought the strongman headed back to the surface, where oddly Oma was nowhere to be found, perhaps she had anticipated his change of heart, or perhaps she'd thought him dead. No matter, back to Throneshields he meandered. Feeling a heavy burden lifted from his shoulders he had submissions to make!

Alárogon Purogacik's right horn
Alárogon Purogacik's left horn
(Also known as Yellfamous)

And a barrel of his blood, said to give great vigor, might, and powerful vocal chords to those that would quaff it.



Through council of the elder wagon, Thomod began traveling westward where he would find an ancient (By reckoning of wagon-kind) fortress known as Murderedflags.

Tune in next time kiddos for more daring adventures of the manliest man around, Thomod Sinaabo!

Title: **Re: The Museum II; new adventure succession world**
Post by: **Galena** on **April 26, 2015, 08:40:10 am**

(Manliness intensifies)

Title: **Re: The Museum II; new adventure succession world**
Post by: **Bralbaard** on **April 26, 2015, 03:36:18 pm**

So the minotaur is still alive, but missing his horns (and his pride)?

Also, I've added the talking wagon as a museum item, in this case nobody submitted it, the thing apparently arrived on its own.

Title: **Re: The Museum II; new adventure succession world**
Post by: **Unraveller** on **April 26, 2015, 04:05:43 pm**

Aye, Thomod could not bring himself to kill Yellfamous, sometimes you spare just one.

The wagon is seems to hang about, only moving position when you aren't around. It actually has a sight radius in sneak mode, as well as attackable body parts, wheels and such.

Title: **Re: The Museum II; new adventure succession world**
Post by: **Galena** on **April 27, 2015, 05:52:34 am**

I can just imagine this will become tradition. Many adventurers will go fight the same minotaur, break off some random body part, and bring it back.

Title: **Re: The Museum II; new adventure succession world**
Post by: **Unraveller** on **April 27, 2015, 09:33:03 am**

Well Yellfamous is sort of, er, crippled. With that first attack his spine was really messed up. The poor creature can't even stand, and I'm not sure that injury can be healed.

Oh, and I believe the wagon should have a name, so as to not have to refer to it as "Wagon" every time.

Title: **Re: The Museum II; new adventure succession world**
Post by: **endlessblaze** on **April 27, 2015, 11:35:22 am**

if it will be a recurring reliable apeance sure.

but how do we know it wont leave at some point, like....when you install stuff?

I guess if it does not leave right as you start the installation of the submissions you could wall it in but that's n guarantee when we switch back and forth from fort to adventure.

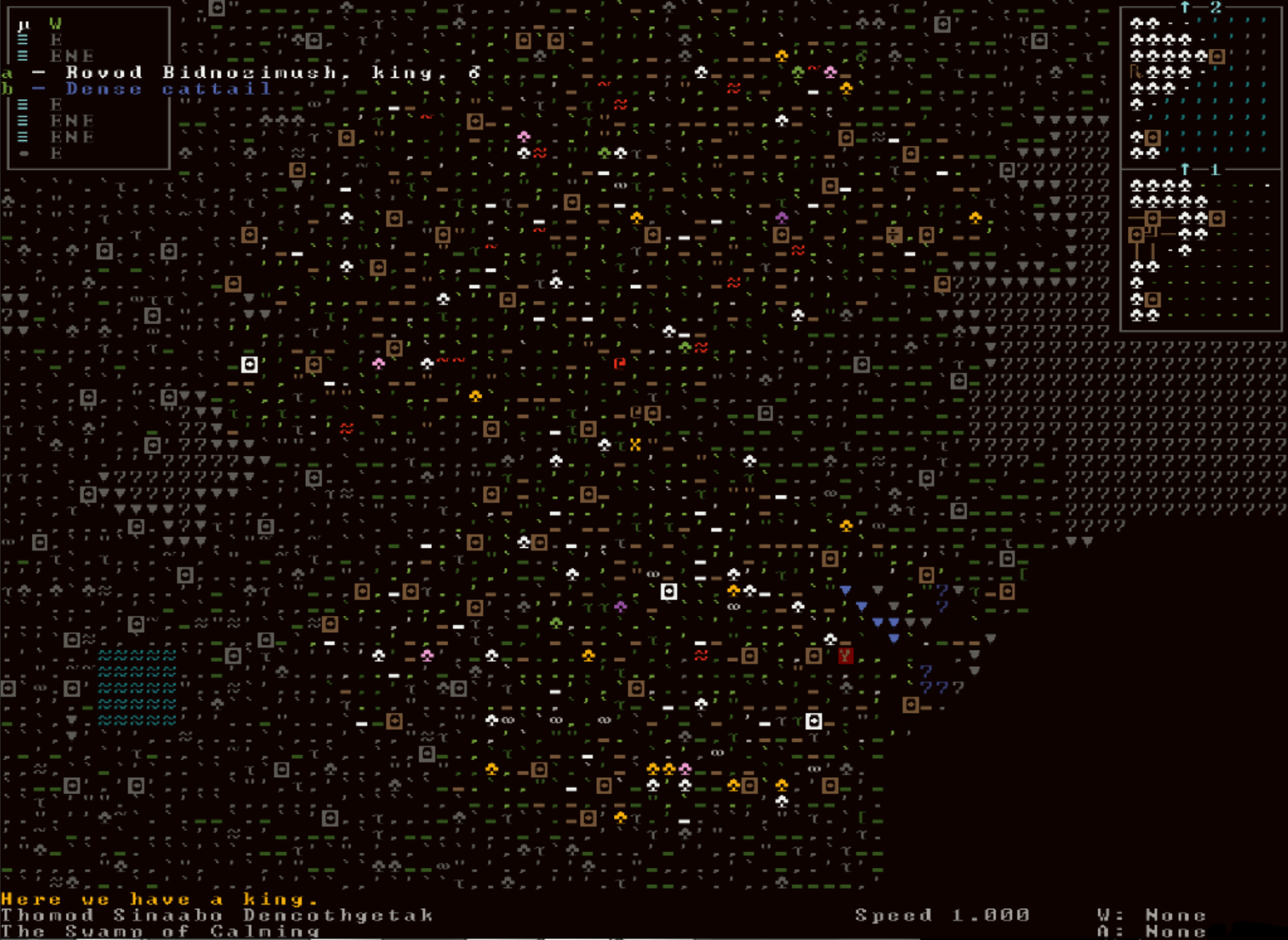
Title: **Re: The Museum II; new adventure succession world**
Post by: **Unraveller** on **April 27, 2015, 11:50:21 am**

"Fat lot of good this journey's brought us" The words were of Daseb Escubirod, the human archeologist, as she and Thomod lazed about behind the walls of Murderedflags. The two had met sometime during the strongman's trek westward from Throneshields, says she was heading that direction for a survey of the place. Might as well travel together, Thomod already had a run-in with boogeymen and certainly wasn't looking to reprise that encounter.

She breaks the silence again, "This place seems mostly empty, naught but one dwarven soul left on its grounds, and he is truly mad." She spoke of course of Rovod Bidnozimuth, the deranged king of Murderedflags. the king of what? A pile of soil surrounded by a shoddy wall.

The dwarf did not wish to speak with them, instead muttering unknown words in foreign tongues. Thomod begged the king to join with him, surely he could not survive out here for long. But to no avail were his efforts. And without another thought the pair left for the museum at Throneshields.

(Somewhat large image.)
[Spoiler](#) (click to show/hide)



"You say a animate wagon spoke to you? Told you to come all the way out here? Just what I need, to be following around another madman." Daseb glared at her partner, as it were, whimsically.

Replying stalwart, Thomod said, "I know exactly what happened, it speaks with an archaic rickety voice. De wagon without a name seems to hold such wisdom."

"For all its wisdom it sure couldn't picked a worse spot, I mean why would it send you to that dump anyway?" the archaeologist responded sarcastically.

With a smirk Thomod ended the conversation with, "Perhaps it had sent me to meet with you."

ONE TRAVEL LATER!

"By Palath its brilliant!" Daseb said as she and Thomod stood in awe between four great pyramidian structures. "De journey will not be a waste after all" the strongman remarked.



Thomod guided the archaeologist who had become so stimulated, this was likely the discovery of her lifetime, whatever it was. Finally they reached a door into one of the pyramids, the muscled man slowly creaked it open, leading into a dim room with an intricately carved slab, a warning to those who would dare enter. Superstitious nonsense? Could be, although, Thomod had been following the commands of a talking wagon.



They would be on their guard, not entirely sure of what could be found here, though the strongman could not leave Daseb to do this alone, she needed muscle when the goings got tough, and he had plenty.

The pair wandered the dim torch lit halls, smoothed rock engraved with all manner of picture, though nothing they could easily make out, climbing up a staircase finally the dense acrid air had hit them, this was no dwarven mine, it was a tomb!



Corpses line every last bit of the floors, gladly they had all rotted away long ago. Endless rows of skeletons just laid out in every room, on every surface. What there could possibly be a warning for Thomod did not know, but the very thought frightened him. As the pair sift their way through extended rooms and tight passages, they begin to notice numerous piles of arms and armour strewn about, in chests, sacks, and coffers. These containers were guarded by even more numerable traps.

This only begged the question; why had, in death, these beings needed so many weapons of war? The thought chilled them to the bone, they pressed ever onward. Closer and closer to the heart of the tomb, now began endless rows of great statues, hewn from rock and metal. Simple things like humans and animals at first, however the closer they drew to the antechamber the more frightening things had become. Depictions of demons and devils, beasts forgotten by time, things that could not be uttered in the most secret of places. Why so long ago had all this been created? Under whose guidance? Questions the may never know, not that they had a particular desire to truly find out.

At last, Thomod pries open a large sealed door at the end of just another hall. A wave of horrid feeling passes through the two as they enter. An ornate sarcophagus lies in the center of the chamber, mounds of bone and dust scattered all about, something they had began to ignore.



The most terrifying of all? The coffin's lid had been slid away long ago. The container - empty. Graverobbers? Perhaps, although why they had not partaken in the piles of treasure all throughout the tomb was another story. No, this was something more sinister, Thomod could feel it in his bones. In the chamber lie a slab, commemorating whoever's tomb this had been.

conglomerate menorial to Wur Naquuvano
This is a conglomerate menorial to Wur Naquuvano.
The slab reads "In memory of Wur Naquuvano / Died peacefully in the year 90 / Law-giver of The Union of Tunnels, 28 to 90 / Loving father and husband".

This was more than ancient, almost before the beginning of recorded history. Were they the first people to walk these halls in nearly a thousand years? After recording whatever it is that she needed to record Daseb had gestured, three tombs left.

And all three same as the first, only with different layouts and different rulers, yet one thing remained static, empty coffins.

cobaltite menorial to Wur Biltherset
This is a cobaltite menorial to Wur Biltherset.
The slab reads "In memory of Wur Biltherset / Born 90 / Died peacefully in the year 185 / Law-giver of The Union of Tunnels, 134 to 185 / Devoted mother and wife".
microcline menorial to Zin Escugadoc
This is a microcline menorial to Zin Escugadoc.
The slab reads "In memory of Zin Escugadoc / Born 115 / Died peacefully in the year 219 / Law-giver of The Union of Tunnels, 185 to 219".
microcline menorial to Zoku Lubbegorpu
This is a microcline menorial to Zoku Lubbegorpu.
The slab reads "In memory of Zoku Lubbegorpu / Born 140 / Died peacefully in the year 243 / Law-giver of The Union of Tunnels, 219 to 243".

With Daseb's archaeological lust sated, the pair fled as fast as they could, truly some evil had arisen from this site. Where it was now? No one could say. Returning to Throneshields, they met again with the eldritch wagon, where they would receive grim news.

A great beast of flame and death seeks the museum for its new nest, and its hoard. It must be stopped.

Wagon: Vanquishing a great beast on our behalf would bring us all much glory. The Flickering Fortune is in The Coastal Hills. Seek this place if you hunt Akera Treasureivory the Branded Flicker the dragon.

Will we ever find the corpse of rulers long ago? Will this dragon obliterate our hero? Find out next time on the daring adventures of Thomod Sinaabo!

Title: **Re: The Museum II; new adventure succession world**
Post by: **Eric Blank** on **April 28, 2015, 07:23:23 pm**

Any idea as to why Oma abandoned you? Companions usually just sit there placidly...

Title: **Re: The Museum II; new adventure succession world**
Post by: **Unraveller** on **April 28, 2015, 07:33:08 pm**

I've honestly no clue as to why she had left. I thought that I would simply end the contract for adventure with her until I came out of the labyrinth, but she must have wandered off while I was tussling with Yellfamous.

Which reminds me, I've kept this save quite some time past my turn - sorry. And while I'm very sad that by the time I get to play again

Thomod will have likely died of old age, I'm happy to see more great stories of heroism.

Here you are 0996395, it is your turn now. <http://dffd.bay12games.com/file.php?id=10806> (<http://dffd.bay12games.com/file.php?id=10806>)

I'll post the end of Thomod's adventures soon. It was fun everyone!

Title: **Re: The Museum II; new adventure succession world**
Post by: **Eric Blank** on **April 28, 2015, 07:39:01 pm**

...You're not supposed to end the agreement, you're supposed to ask them to do something and then tell them to wait. You just told her to fuck off and she went home. :P

Title: **Re: The Museum II; new adventure succession world**
Post by: **Unraveller** on **April 28, 2015, 08:41:41 pm**

I had no idea, In all my adventures I have ended agreements with people and they seem to stay in the exact spot I leave them. Oh well.

Title: **Re: The Museum II; new adventure succession world**
Post by: **Bralbaard** on **May 01, 2015, 02:30:21 am**

I've had companions disappear on me without cancelling any agreement as well, usually when they failed to catch up after crossing a river in adventure mode.
In one case I found my companion back in the tavern in the capital, in the middle of a bloody fight with the rest of the occupants.

Title: **Re: The Museum II; new adventure succession world**
Post by: **0996395** on **May 01, 2015, 05:06:32 am**

Hey guys, it's my turn. Can you put me three turns back? I have too much going on to give this the attention that it deserves, but I'll have more time soon.

Title: **Re: The Museum II; new adventure succession world**
Post by: **Bralbaard** on **May 04, 2015, 01:15:41 pm**

No problem, that makes it Deus Asmoth's turn.

Title: **Re: The Museum II; new adventure succession world**
Post by: **Deus Asmoth** on **May 04, 2015, 04:16:08 pm**

That came up sooner than I expected. I'll report in with tales of my inglorious demise tomorrow.

Title: **Re: The Museum II; new adventure succession world**
Post by: **Unraveller** on **May 04, 2015, 06:51:01 pm**

~~And I'll stop being lazy and write Thomod's finale soon, so that I don't end up posting it after Deus Asmoth.~~

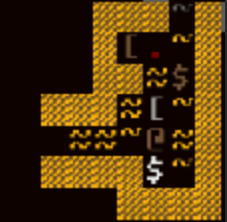
A Dragon? A real bonafide Dragon? And the great beast seeks the museum as its next treasure a hoard no less. But who could stop such an immense creature? There was one man for the job, **THE MAN**, perhaps even the manliest man who ever lived. The lifter of elephants and suplexer of minotaurs - Thomod Sinaabo.

Daseb the archaeologist would surely not join him, no this was something that must be done on his own. With mustache a-twirl in his massive hands, the strongman took what could be his final look upon the settlement of Throneshields.

"Such good people, with warm hearts. Perhaps they would not be so bad to die for." He mused, only having meeting those of the museum so recently.

A short and peaceful walk across the country side had given the man time to think of that which he had accomplished and whether or not he would have done the same given another chance. However answers were unfounded in his mind, soon arriving upon a dank hole in the ground, the smell of brimstone and ash afire in his nostrils. This was it.

Thomod plunged into the dimness of the cave, scattered about are coins and other loot of bygone ages.



Defiyyi Atafo Avafi Imepeepuba copper coins [4]

This is a stack of 4 Defiyyi Atafo Avafi Imepeepuba copper coin.
This is the copper currency of Defiyyi Atafo under Avafi Imepeepuba. On the front of the coin is a well-designed image of Ereyi Flaxenface the elf and elves. Ereyi Flaxenface is surrounded by the elves. The artwork relates to the ascension of the elf Ereyi Flaxenface to the position of druid of The Zephyr of Champions in 1. On the coin's back is a finely-designed image of a apple tree.

Gil Ettad Bini Ishesene silver coin

This is a Gil Ettad Bini Ishesene silver coin.
This is the silver currency of Gil Ettad under Bini Ishesene. On the front of the coin is an exceptionally designed image of Xen Skunknail the hunan and humans. Xen Skunknail is surrounded by the humans. The artwork relates to the appointment of the hunan Xen Skunknail to the position of general of The Union of Houses in 824. On the coin's back is a masterfully designed image of Gel Fistassault the human and humans. Gel Fistassault is surrounded by the humans. The artwork relates to the ascension of the hunan Gel Fistassault to the position of law-giver of The Union of Houses in 85.

As the strongman drew nearer to the apex of the subterranean den, the air thickened and obscured his vision. Barely able to stifle his coughs. At last the cave begins to open from its narrow passages, flaring nostrils break the darkness, the great creature rests upon mountains of minted coins and other assorted treasures, its bloated body incredibly immense in size barely fits in its dark abode, unaware of the muscled man's presence. Thomod wouldn't be having any of that."



Akera Beraÿiciquara Thalifedí

A gigantic reptilian creature. It is magical and can breathe fire. These nonsters can live for thousands of years.

He is gigantic and quite fat. His scales are green. His eyes are black.

"Arise beastie, for I'll be the one to put you back down!" He shouted as he began sprinting towards the now startled creature, rushing past bones charred and picked clean, with incredible force he delivers a punch to the over-sized reptile's gut and continues his could-be final words, "I am Thomod Sinaabo! Remember the name, for it will be your last!"

You silently punch The Dragon in the lower body from behind with your left hand, bruising the muscle and bruising the guts!
The Dragon looks sick!
The Dragon breathes fire!

The blow causes the beast to erupt in flaming vomit that pours out upon the hollow. "We're just getting started." Thomod grins, "Begone fear!"

Akera rears upon his hindlegs and bellows out an ear shattering roar before fruitlessly swiping its massive claws toward our bobbing and weaving hero. One foul step could spell the end. Truly everything had been occurring at breakneck pace, yet for Thomod time had slowed to a crawl, every motion he had made had been with such precision.

Dragonflame licked out of the beast's gaping maw, though the Strongman's incredible sense had led him unharmed by the impossibly hot flames. An opening!

You punch The Dragon in the upper body with your left hand, bruising the muscle!
The Dragon is having trouble breathing!

With a superhuman smash to the dragon's chest it begins to wheeze and contort. With only two attacks had the muscle man succeeded in hindering the beast greatly. And with his expertise was he able to deftly avoid and unending salvo of threshing teeth, tearing claws, and searing flame.

The dragon began to tire while Thomod's endurance had seen him prevail. Leaping from a pile of jewels, the strongman landed upon the beast's back. It could do little more than buck and thrash about wildly as Thomod wrapped his arms around its immense neck. With every last bit of his might he squeezed.

You grab The Dragon by the throat with your right upper arm!
You place a chokehold on The Dragon's throat with Your right upper arm!
You strangle The Dragon's throat!
Dragon has suffocated.

A good deal of time had passed as the strongman lay upon the corpse of the fallen. No man should be as lucky as he. "You were a worthy beastie" he spoke in a tired manner. He thought of one more submission to be made to the soon to be great museum.

Akera Beraÿiciquara Thalifedí's corpse

Weight: 5285U

Contents:

spatter	of	Akera	Treasure	ivory	the	Branded	Flicker's	dragon	blood
spatter	of	Akera	Treasure	ivory	the	Branded	Flicker's	dragon	blood
spatter	of	Akera	Treasure	ivory	the	Branded	Flicker's	dragon	blood
spatter	of	Akera	Treasure	ivory	the	Branded	Flicker's	dragon	blood
spatter	of	Akera	Treasure	ivory	the	Branded	Flicker's	dragon	blood
spatter	of	Akera	Treasure	ivory	the	Branded	Flicker's	dragon	blood
spatter	of	Akera	Treasure	ivory	the	Branded	Flicker's	dragon	blood
spatter	of	Akera	Treasure	ivory	the	Branded	Flicker's	dragon	blood
spatter	of	Akera	Treasure	ivory	the	Branded	Flicker's	dragon	blood
spatter	of	Akera	Treasure	ivory	the	Branded	Flicker's	dragon	blood
spatter	of	Akera	Treasure	ivory	the	Branded	Flicker's	dragon	blood
spatter	of	Akera	Treasure	ivory	the	Branded	Flicker's	dragon	blood
spatter	of	Akera	Treasure	ivory	the	Branded	Flicker's	dragon	blood
spatter	of	Akera	Treasure	ivory	the	Branded	Flicker's	dragon	blood
spatter	of	Akera	Treasure	ivory	the	Branded	Flicker's	dragon	blood

A mere 5285 Urists, Thomod began to carry the several times his size beast back to Throneshields. They were safe yet another day. Finally arriving upon the hills just south of the settlement, he looked upon the museum with tired eyes as the sun began to set. He found the answer to his question, **without a doubt**.

Thomod would end up settling in Throneshields, hoping to protect the museum from threats small and large. Along with the ancient Wagon they would aid those who come after him. This is not the end of the Strongman's story, no for in several years he would have another act to play.

Title: **Re: The Museum II; new adventure succession world**
Post by: **Unraveller** on **May 04, 2015, 11:12:03 pm**

I hope you all enjoyed that nearly as much as I did! I'm hoping for greatness out of you all, don't let Thomod down! I'd like to be placed on the list again, thank you for the opportunity!

I leave you all with a word of advice:
Wagon: Don't serve anyone blindly. You'll only get into trouble.

Title: **Re: The Museum II; new adventure succession world**
Post by: **Addict7** on **May 05, 2015, 10:59:16 am**

I've been lurking around the Museums (I and II) for a long time, yet Thomod's story is the first one that makes me want to post, just when I started to think that the Museum was dying...

Awesome storytelling.

Also, was Murderedflags really not interesting or did you avoid the place for another reason?

Title: **Re: The Museum II; new adventure succession world**
Post by: **Unraveller** on **May 05, 2015, 11:35:28 am**

Thanks a ton! I have been doing the same, lurking around the museum I mean. There was a time when I had applied for the first museum, however when my turn came around I became to nervous to post or respond. But I managed it this time around, so this is really empowering.

As for Murderflags, the fortress appeared to be just sitting above a lake with a large containing wall. Several corpses of animals and a few dwarves were strewn about. And other than the king, I could not find anything of interest. I could, of course, not have looked thoroughly enough.

Title: **Re: The Museum II; new adventure succession world**
Post by: **Bralbaard** on **May 05, 2015, 04:53:43 pm**

Great story!
What item can I put down as your official submission to the museum?

Title: **Re: The Museum II; new adventure succession world**
Post by: **Unraveller** on **May 05, 2015, 05:34:11 pm**

Ah, that is right, only -one- submission. The dragon corpse seems more impressive, however I feel the horns are more symbolic of Thomod's staunch manliness, so lets stay with those.

Title: **Re: The Museum II; new adventure succession world**
Post by: **Deus Asmoth** on **May 05, 2015, 06:00:54 pm**

My apologies. Work stuff and a landlord visit kept me busy for today, I promise a proper update tomorrow.

Title: **Re: The Museum II; new adventure succession world**
Post by: **tonnot98** on **May 06, 2015, 01:33:18 pm**

Took quite a bit of time, but it looks like I might finally be able to try my hand at an adventure in THIS museum!

Title: **Re: The Museum II; new adventure succession world**
Post by: **Bralbaard** on **May 06, 2015, 04:31:12 pm**

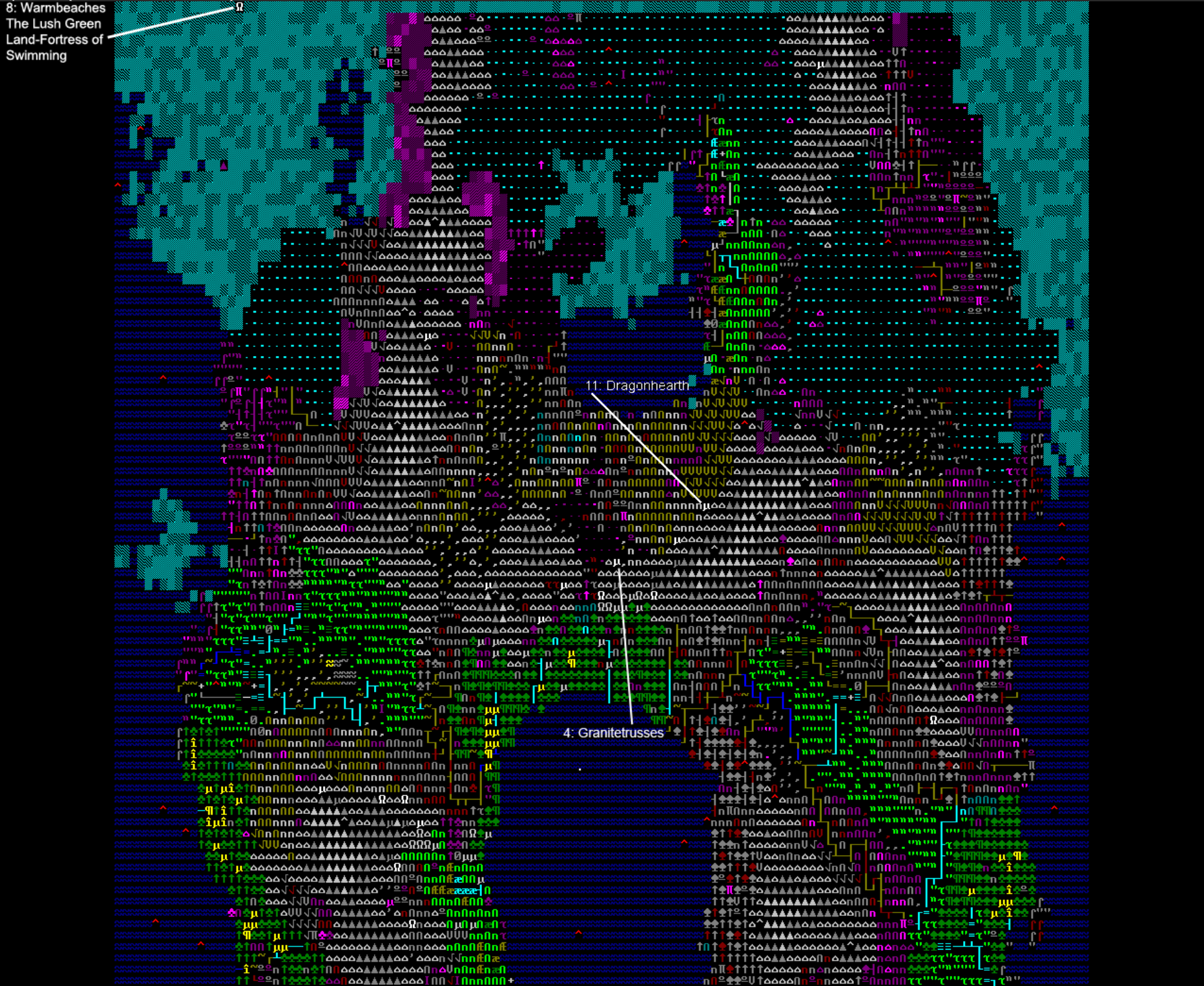
Quote from: Unraveller on May 05, 2015, 05:34:11 pm
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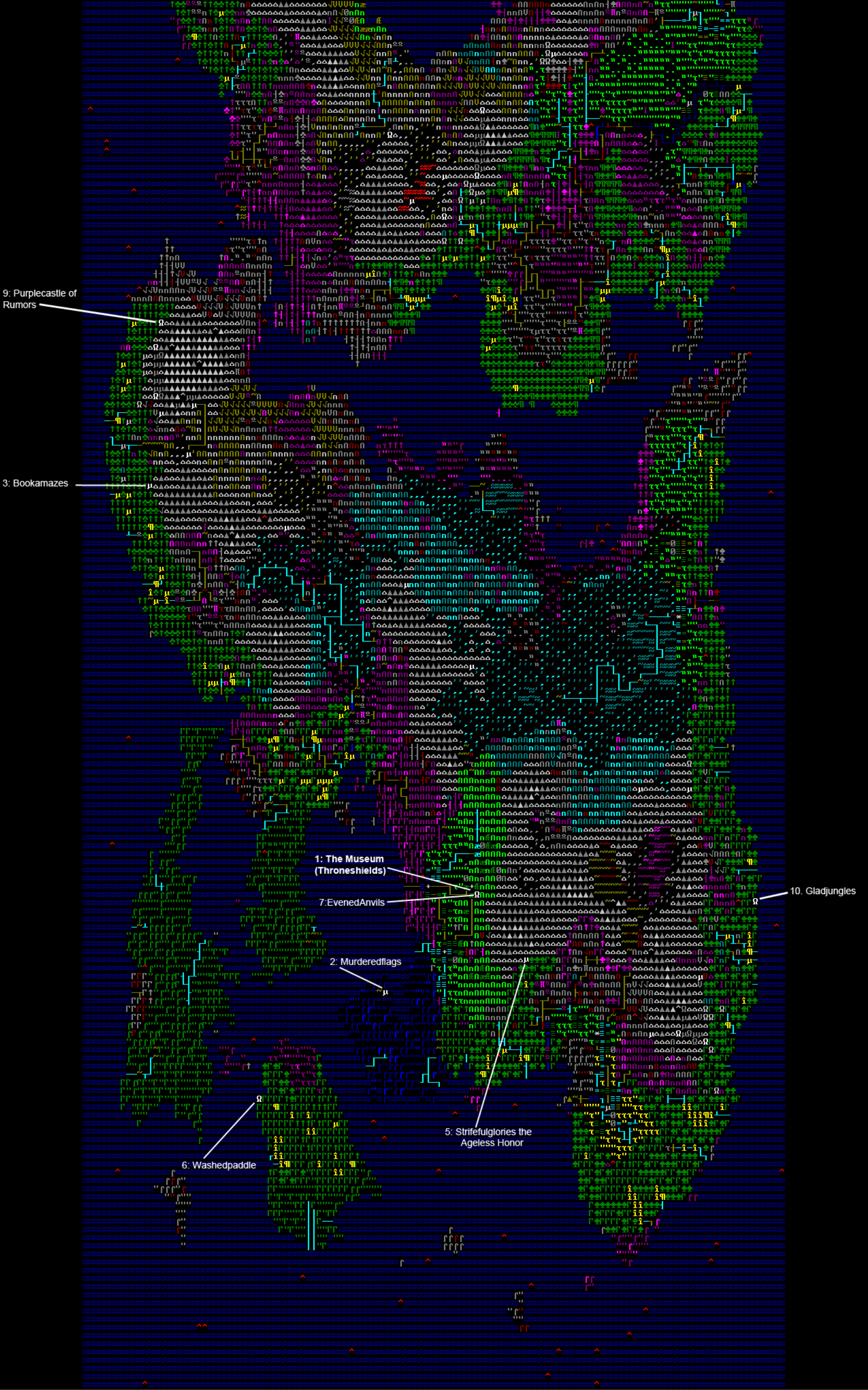
added:

Quote from: Bralbaard on September 05, 2014, 03:56:22 am
3: The horns of Yellfamous, the mighty minotaur Thomod Sinaabo, the manliest man (unraveller) tore the horns from the skull of the mighty minotaur in an act of supreme manliness. It is said that the disfigured minotaur is still alive.

Also, I realised I had not yet added all fortresses to the map. Dragonhearth has been added. If I'm not mistaken, it was created by Eric blank. It's far, far north from the museum:

Spoiler (click to show/hide)





Title: **Re: The Museum II; new adventure succession world**
Post by: **Unraveller** on **May 06, 2015, 06:44:52 pm**

Excellent! I wonder how many in-game years will pass before my turn comes round again. I wonder if Thomod will even still be alive by then. Only time will tell.

Title: **Re: The Museum II; new adventure succession world**
Post by: **Timeless Bob** on **May 06, 2015, 08:15:49 pm**

I wonder who owns the hunting lodge to the south of the Museum now? It's been awhile since it was first built.

Title: **Re: The Museum II; new adventure succession world**
Post by: **Deus Asmoth** on **May 07, 2015, 05:36:31 pm**

Day 1: Impending Doom

My name is Urdim Ottanzasit. I'm not much of a traveller by nature- it has long been my family's duty to guard the so-called museum from danger, so I haven't left the place in years. However, some poser called Thomod arrived here recently and the Wagon has yet to declare that a new Quester has been chosen. Worse still, news has reached us of an army approaching to loot the sacred treasures of the Museum! Well, probably just the talking wagon to be honest. Most of the rest of the stuff here just looks like so much junk. In any case, with the Wagon yet to declare a new champion, my father has told me that I must seek out a worthy protector and convince them to aid us. Apparently, Thomod and Daseb, both former champions of the Wagon, are too busy doing important things like pulling arrows out of themselves to do anything about anything as minor as an army. And so I've been sent off with little more than a bronze sword to my name. I doubt I can do anything to stop an entire army by myself, but perhaps I can bring back some help before it's too late...



Or perhaps not.

Day 1, Part Two

My father always said that there was no joy to be had in beating an opponent through a cheap shot or a trick. The only greatness one could achieve through combat was through honour and besting opponents in a fair fight. That's all well and good, and for the most part I agree with it.



On the other hand, desperate times often call for desperate measures.

Title: **Re: The Museum II; new adventure succession world**
Post by: **Unraveller** on **May 07, 2015, 06:58:29 pm**

Pulling arrows out of himself? What was that all about?

And I sure hope for a time when the armies on -the march- will actually be on the march. In stead of infinitely sleeping in their tents. Looking forward to more!

Title: **Re: The Museum II; new adventure succession world**
Post by: **Deus Asmoth** on **May 08, 2015, 03:17:52 am**

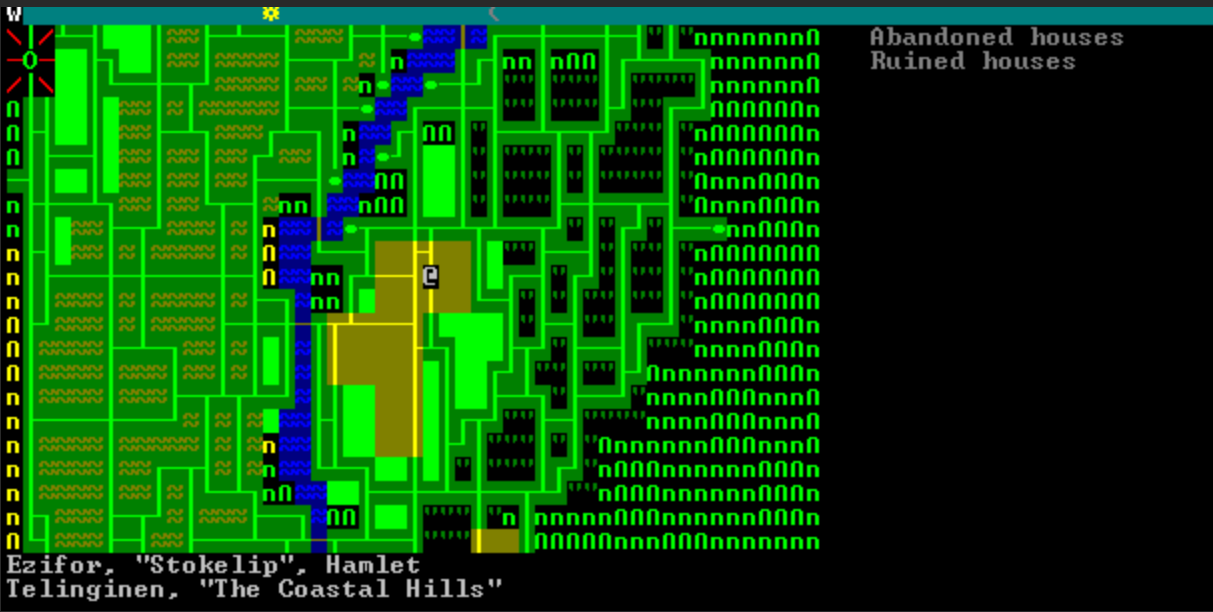
Strangely, I found a human bookkeeper in one of the tents. I guess one of the fortress dwellers joined the bad guys. I'm not sure what was going on with the arrow. I just got an announcement about Thomod dropping one soon after I started, so I assumed he just had one lodged in him.

Title: **Re: The Museum II; new adventure succession world**
Post by: **Unraveller** on **May 08, 2015, 08:55:53 am**

I suppose that would be possible, the fact that he was so manly that he hadn't even realized until then that one was lodged inside him.

Title: **Re: The Museum II; new adventure succession world**
Post by: **Deus Asmoth** on **May 08, 2015, 12:42:35 pm**

The Adventures of Urdim Ottanzasit, Still Day 1.
Morale in the attacking army was clearly low. Half the soldiers I found were asleep in their tents, in spite of it being well past midday. This eventually caused me to become incautious and enter a tent without checking if its occupants were asleep. I prevailed with only minor stab wounds, and from then my day consisted of little more than slashed throats and broken bones. Unfortunately, I wasn't able to find anyone that seemed to be leading the army, so it seemed best to seek aid from our neighbours before the main force arrived.



Unfortunately, the closest human settlement was all but abandoned. I found a pair of injured warriors in the local castle and although I was concerned about their old injuries, any help I could find would be better than none. I did find another occupant, but she didn't seem interested in aiding our cause.

```
Muthe Nabsizduslud, Human Axeman: Is that a weapon?  What is it this
time...
You: Greetings.  My name is Urdim Mindknife the Pungent Empire-Theater
of Fields.
Albatross Woman: Hello, dwarf.  I am TRANS_NAME1.
You: Whosoever would blight the world, preying on the helpless, fear
me!  I call you a child of the night and will slay you where you
stand.
Albatross Woman: What is this madness?  Calm yourself!
You: Tell me about this hall.
Albatross Woman: This is The Confining Authority.  In the late summer
of 1065, the human Opra Cutspear the Hairy Tuft ruled from The
Confining Authority of The Camp of Friends in Stokelip.
You: Come, join me on my adventures!
Albatross Woman: I would...  rather not.
```

Day 2.

I continued my journey southbound, hoping to find more people who could come to our aid. Instead, I came across many more lone warriors travelling north. I can only assume that the incoming army got separated on the way to the Museum and was planning to recover its strength during a siege. Thankfully, my companions and I were able to take care of the would-be invaders one or two at a time. The only time we were seriously outnumbered, I was able to infiltrate the enemy's ranks and slay their bowmen before they could fire on my companions. Enemy morale broke after they saw that their suppressing fire had gone down.

We eventually came across a small camp of outlaws. I thought that I could convince them to join us in exchange for a pardon or perhaps just a job guarding the wagon, but after the first one that I came across tried to shoot me, I went for a more aggressive mode of negotiation with their leader.



Title: **Re: The Museum II; new adventure succession world**
Post by: **Deus Asmoth** on **May 09, 2015, 06:12:03 pm**

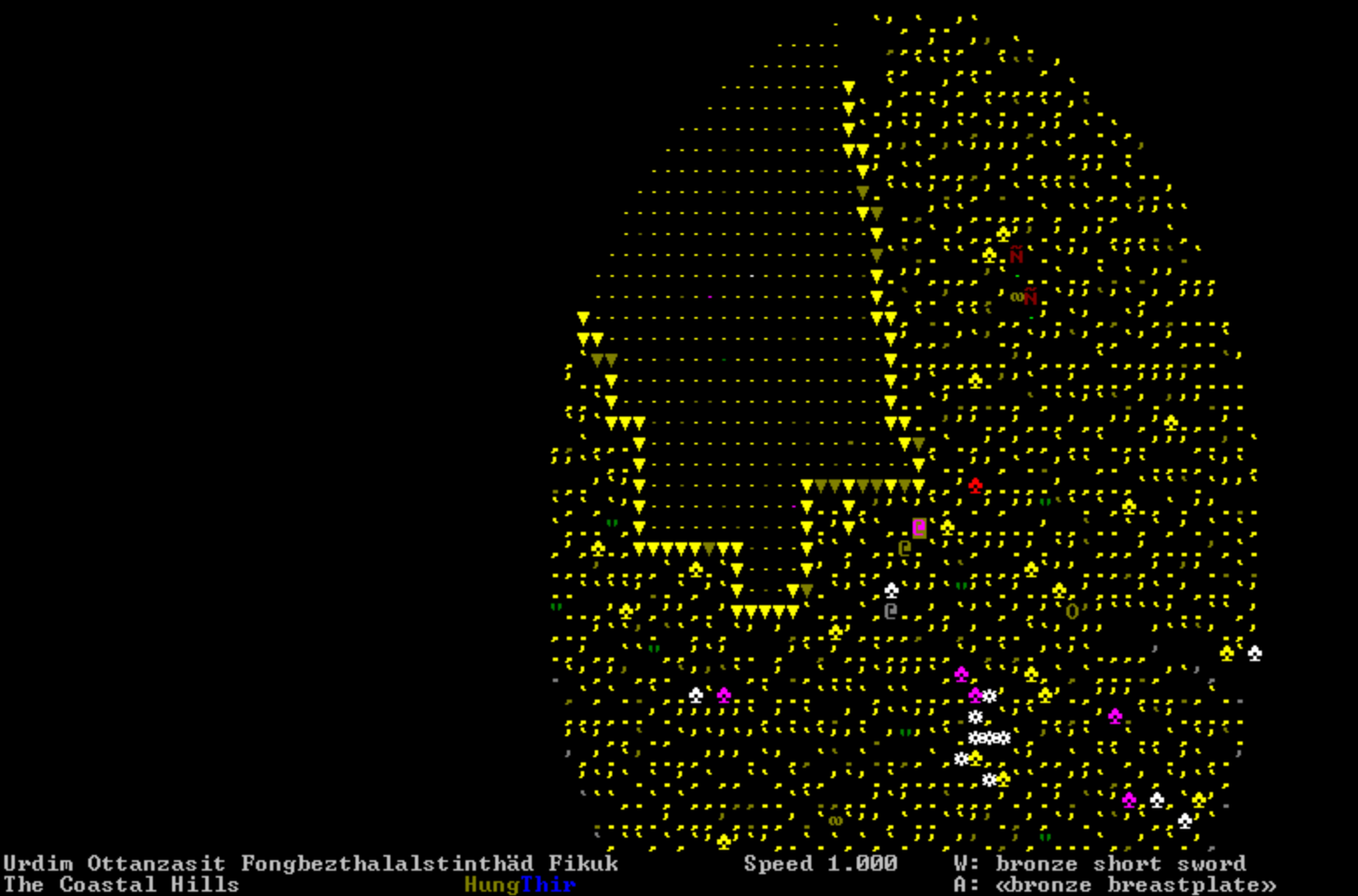
Would a bag containing the skulls of an army be adequate tribute for the museum? I've got like twenty or so that I've been picking up from all the wandering soldiers that I've been running into.

The Adventures of Urdim Ottanzasit, Night 2

As the sun began to set, we continued our journey south, hoping to reach the next town before we were set upon by the bogeymen. Then Muthe got hit by an arrow in the foot, and it turned out that we'd found something much worse.

No Quarter: Human Crossbowman vampire, ♀
Shout out to everybody
Datan, Deity

- NNE
- NNE
- NNE



I had little hope in our chances of survival, but with a snowball's chance of outrunning a vampire, we had little choice but to turn and charge. Ramstom the lasher turned and ran after losing his ear, but I managed to cut the bloodsuckers' hands off before they could kill Muthe. After Muthe woke up, we tried to chase Ramstom down. When we finally caught up to him, a third vampire had nearly bled him dry. I put the bloodsucker down before it could finish him off, but Romstom bled to death soon after. His last words were "It really is a pleasure to speak with you again. Hopefully your friends can dissuade you from this foolishness."

When we finally reached the next town, myself and Muthe found a goblin claiming to be the commander of an army. Assuming that he meant the army marching on the museum, I slew him. Overcome by bloodlust, and by the growing thirst that had been plaguing me since I ate the hearts of the vampires I killed, I plunged my teeth into his neck before he died. Muthe didn't seem to appreciate that, and the next thing I knew she was dead as well. My quest to find allies didn't seem to be going well.

Title: **Re: The Museum II; new adventure succession world**
Post by: **TheFlame52** on **May 09, 2015, 06:31:44 pm**

That's a long-ass name you've earned yourself.

Title: **Re: The Museum II; new adventure succession world**
Post by: **tonnot98** on **May 09, 2015, 06:37:06 pm**

You ate a bunch of vampire hearts? By Armok, what are you getting yourself into?

Title: **Re: The Museum II; new adventure succession world**
Post by: **Deus Asmoth** on **May 09, 2015, 07:05:47 pm**

A only ate a few vampire hearts. Like, three tops. I'm sure it'll be fine.

Title: **Re: The Museum II; new adventure succession world**
Post by: **endlessblaze** on **May 09, 2015, 07:33:20 pm**

((scoop up some of the vamp blood to submit as well))

Title: **Re: The Museum II; new adventure succession world**
Post by: **Deus Asmoth** on **May 09, 2015, 08:17:26 pm**

People would just drink my submission then. You can't drink a museum piece!

Title: **Re: The Museum II; new adventure succession world**
Post by: **endlessblaze** on **May 09, 2015, 08:39:31 pm**

((if its in a case I don't think that's possible. you could also just build some windows around it and ban others from drinking it))

Title: **Re: The Museum II; new adventure succession world**
Post by: **Unraveller** on **May 09, 2015, 09:21:28 pm**

Eh, what is the point then? Thomod gathered and barreled up the blood of the minotaur Yellfamous. Anyone can drink it to imbue themselves with a mighty voice!

Title: **Re: The Museum II; new adventure succession world**
Post by: **The Lupanian** on **May 11, 2015, 01:54:12 am**

Quote from: Deus Asmoth on May 09, 2015, 06:12:03 pm
Would a bag containing the skulls of an army be adequate tribute for the museum? I've got like twenty or so that I've been picking up from all the wandering soldiers that I've been running into.

I would assume so, considering my submission consisted of two goblin skulls

Also, if you can, you should check their bodies for trophies, tooth rings and nail crowns, things like that. People who killed in world gen often take trophies, and a bag full of 'em might be a neat submission.

Title: **Re: The Museum II; new adventure succession world**
Post by: **NCommander** on **May 11, 2015, 03:01:53 am**

As I'm slowly getting into adventure mode again, sign me up please :)

Title: **Re: The Museum II; new adventure succession world**
Post by: **Timeless Bob** on **May 11, 2015, 01:45:28 pm**

Oy! Once again we've begun to accrue undead adventurers. As with last time, they should all find a nice city to retire in after their adventures are finished for awhile. Soon enough, we'll have mummies and husks, thralls and such all wandering around to mess with anyone that comes later.

Title: **Re: The Museum II; new adventure succession world**
Post by: **Unraveller** on **May 11, 2015, 02:29:02 pm**

How wonderful, perhaps someone should use their fortress turn to create a sort of 'City of the Damned' where all of our undead adventurers can retire.

Title: **Re: The Museum II; new adventure succession world**
Post by: **Timeless Bob** on **May 11, 2015, 02:46:45 pm**

Quote from: Unraveller on May 11, 2015, 02:29:02 pm
How wonderful, perhaps someone should use their fortress turn to create a sort of 'City of the Damned' where all of our undead adventurers can retire.

It would have to have lots of impressive tombs, our Necropolis - labrinthine paths through all the massive structures...

Or, we could just appropriate one of the tombs built during World Gen.

Title: **Re: The Museum II; new adventure succession world**
Post by: **Deus Asmoth** on **May 11, 2015, 03:10:34 pm**

Are you able to settle in those? If not I might try to find a necro-tower to settle down in. Also, there's a fortress just south of the Museum that seems to be unvisitable; I've tried to go there three times and crashed every time.

Title: **Re: The Museum II; new adventure succession world**
Post by: **Deus Asmoth** on **May 11, 2015, 03:57:30 pm**

I think I'm likely going to be wrapping up this adventure soon. As such, I have a few options for my display piece:
a) skulls taken from fifty of the Museum's enemies
b) a waterskin full of vampire blood
c) a master crafted silver spear, taken from a goblin spearmaster
d) my own right hand

Any thoughts?

The Adventures of Urdim Ottanzasit, Day 5

I arrived in the human town of Usocosin, hoping to find newer, less dead allies. To my great joy, I found a pikewoman by the name of Olum Huroapap and a hammerwoman called Imi Mekalem. Both were willing to aid me, and both seemed completely free of injuries. As she agreed to join me, Olum mentioned a bronze colossus that had murdered some of her friends. I eagerly enquired about the beast, thinking that its corpse would make a fine trophy for the museum. Unfortunately, no one knew where the thing actually lived, instead telling me that a human by the name of Oko Shovelimage would be able to point me to the beast. Of course, no one knew where Oko was either, so I decided to head for the local castle to see if their lord had any news for me. It seemed like the town would be prime hunting grounds for a decent prize, as I heard tales of a zombie dragon as well, though apparently this Oko character was the only person who knew where it was. However, it turned out that there was a more immediate quest that would require our attention.



Just once, I'd like to go somewhere and not have it attacked by an army. Before I arrived here, thirty soldiers had died at my hand. Forty four if you count the ones I wasn't able to get decent skulls out of.

Day 6

I fear that I drastically underestimated the number of people I have to kill to get rid of this army. In any case, as we were wandering around, we came across a gloom ogre. It immediately stabbed Imi in the arm, making her lose her maul. I grabbed the knife, thinking I should probably try to keep these friends alive slightly longer.



I now regret that decision. In any case, he had an unusual skull. There are no eye holes in it.

Title: **Re: The Museum II; new adventure succession world**
Post by: **The Lupanian** on **May 11, 2015, 07:30:57 pm**

I'd go with the skulls, it seems like a much more impressive entry than the other three options.

Title: **Re: The Museum II; new adventure succession world**
Post by: **Unraveller** on **May 11, 2015, 08:11:31 pm**

Skulls are great and all, and even though we do have a couple of goblin bandito skulls a pile of fifty more couldn't hurt. Though, I do like the idea of a hand displayed. Perhaps not the vampire blood, risking the vile contamination of the Museum's defenders. And besides there are enough vampires wandering around for it to be unnecessary.

Title: **Re: The Museum II; new adventure succession world**
Post by: **Timeless Bob** on **May 11, 2015, 08:27:35 pm**

For the vampire curse to be passed along, it should be because another defender encountered this one and "survived" to tell the tale. A sort of initiation. You can imagine the pedigree after several levels of initiation have happened. Each adventurer taking their place in the vampiric hierarchy of former heroes, now vile monsters to be hunted and slain by those who don't wish to join their unliving ranks...

Title: **Re: The Museum II; new adventure succession world**
Post by: **Unraveller** on **May 11, 2015, 08:33:54 pm**

Ooh, imagine after so many turns and numerous undead adventures become guardians of this necropolis, (That someone should totally build) eventually having adventures attempting to face the twisted beasts that once came from the museum. Surely it would be difficult fighting past legendary vampires, husks, and thralls.

Title: **Re: The Museum II; new adventure succession world**
Post by: **Timeless Bob** on **May 11, 2015, 11:42:16 pm**

Quote from: Unraveller on May 11, 2015, 08:33:54 pm
Ooh, imagine after so many turns and numerous undead adventures become guardians of this necropolis, (That someone should totally build) eventually having adventures attempting to face the twisted beasts that once came from the museum. Surely it would be difficult fighting past legendary vampires, husks, and thralls.

Especially is each one keeps a token for themselves - a necklace, a named weapon, ect... Something that proves that the adventurer in question bested the former heroes... Something to put in the Museum later on.

Title: **Re: The Museum II; new adventure succession world**
Post by: **Deus Asmoth** on **May 12, 2015, 06:13:04 pm**

The Adventures of Urdim Ottanzasit, Night 6
Stopping off to murder the occupants of a few tents, my companions and I travelled north to Throneshields and the Museum. Though I had failed in my quest to find an army that would ally itself with us, I had murdered five people claiming to be the commander of an army, so I figured that the odds of one of them being the person I wanted to kill were fairly good. After a pause to kill yet another commander, I noticed that I was close to a place by the name of Pukesport the Grizzly Dreams. I thought that I remembered Thomod speaking fondly of the place, so I decided to check in on his old friend Yellfamous. She didn't look happy to have more visitors, though her exact words were that she wanted my bones for her bone mill. Assuming that she was talking about my skull collection, I over reacted a bit, cutting off her left lower arm. It's no skull, but I added it to my collection anyway.

Deciding that I might as well do some sightseeing before settling down again, I took my companions north to a tomb called Purplebeige. I asked my companions to wait outside, figuring that there was little reason in getting them hit by some eldritch curse. I should have probably listened to that advice myself, because no sooner was I inside than a weapon trap took off my right foot. Strangely, the coffin was empty, and there didn't even seem to be a crutch anywhere to repay me for the inconvenience of taking my foot.

Day 7
I returned at last to Throneshields after finally finding a crutch in a different tomb. Pausing only to exchange words with the great and wise wagon (who is now outside the museum for whatever reason), I presented it with two offerings; the first was merely the lordship of one of the castles I had taken from its enemies- all hail Wagonio, Lord of the Hames of Balance- the second being the skulls of fifty seven of its enemies in a bag. The wagon seemed happier about the second offering, and I can't say that I blame it.

Perhaps this is the best place to end this account of my travels. I know that I cannot stay in Throneshields with my growing bloodthirst, and writing where I intend to go would only be a temptation to follow me. So I shall set out again. Who knows, the wagon might even have a quest for someone of my affliction in the future.

So ends the adventure of Urdim Ottanzasit. I'd like to sign on for another turn though. Hopefully he won't have been killed for his blood at that stage.

Title: **Re: The Museum II; new adventure succession world**
Post by: **Unraveller** on **May 12, 2015, 06:25:41 pm**

Lovely, fifty-seven skulls! Coming to a total of 59 counting the two goblin bandit craniums already there. By any chance, did you kill Yellfamous? Or were you there to simply collect her arm? And by the way, I didn't realized she was a women, time to edit my posts.

Title: **Re: The Museum II; new adventure succession world**
Post by: **Deus Asmoth** on **May 12, 2015, 06:42:29 pm**

Yellfamous is still lurking about. I think her right arm isn't working because I had to stab it a few times to make her let go of my leg, but other than that and the injuries from your visit and the fact that she's missing an arm, she's in mint condition. Perhaps we should see how many adventurers can get a body part off her before she expires.

Also, judging by the number of things I killed, roughly half the goblin army is made up of crundles and magma crabs.

Title: **Re: The Museum II; new adventure succession world**
Post by: **tonnot98** on **May 12, 2015, 07:27:57 pm**

Well then, a string of successful adventures happens to be starting, hopefully I can keep it going! Deus, upload the save when possible, and Rendell can continue it on.

Title: **Re: The Museum II; new adventure succession world**
Post by: **The Lupanian** on **May 12, 2015, 10:10:59 pm**

I bet there's this little tiny "wizard of oz" type guy in the middle of that wagon, controlling it and convincing everybody he is really an immortal god of chaos and rainbows that decided to take the form of a sentient wagon, but it's just a theory.

Title: **Re: The Museum II; new adventure succession world**
Post by: **Unraveller** on **May 12, 2015, 10:40:25 pm**

You dare disgrace our beloved and benevolent Wagon? Blasphemy! Heresy! Some other words!

Title: **Re: The Museum II; new adventure succession world**
Post by: **The Lupanian** on **May 12, 2015, 11:50:27 pm**

Quote from: Unraveller on May 12, 2015, 10:40:25 pm
You dare disgrace our beloved and benevolent Wagon? Blasphemy! Heresy! Some other words!
I see another person has fallen for this illusionists schemes, YOUR WORSHIPPING A FALSE GOD!!! stop the madness, see the truth or the illusionist will doom us all!

Title: **Re: The Museum II; new adventure succession world**
Post by: **Unraveller** on **May 13, 2015, 12:01:30 am**

Quote from: Unraveller on May 04, 2015, 11:12:03 pm
I leave you all with a word of advice:
Wagon: Don't serve anyone blindly. You'll only get into trouble.

Relevant I suppose?

Title: **Re: The Museum II; new adventure succession world**
Post by: **Eric Blank** on **May 13, 2015, 07:45:52 pm**

Obey the wagon! Confiscate the minotaurs feet next!

Title: **Re: The Museum II; new adventure succession world**
Post by: **Rendell** on **May 14, 2015, 12:00:10 am**

Excellent, Ill begin my turn when the save is uploaded.

Title: **Re: The Museum II; new adventure succession world**
Post by: **Deus Asmoth** on **May 14, 2015, 03:46:17 am**

Should be up tonight or tomorrow. My computer is acting up for some reason.

Title: **Re: The Museum II; new adventure succession world**
Post by: **Deus Asmoth** on **May 15, 2015, 11:53:37 pm**

There we go. (http://dffd.bay12games.com/file.php?id=10863)

Title: **Re: The Museum II; new adventure succession world**
Post by: **Bralbaard** on **May 17, 2015, 01:23:55 pm**

Nice. I have updated the list of museum items.

Was Evenedanvils the fortress that crashed for you? If so I should probably add a warning to its description. Rendell is up next..

Title: **Re: The Museum II; new adventure succession world**
Post by: **Deus Asmoth** on **May 17, 2015, 04:01:09 pm**

Yeah. I only tried to approach it from the south while there were armies hanging around though, so it could have been one of the units or something south of the fortress that crashed it.

Title: **Re: The Museum II; new adventure succession world**
Post by: **Unraveller** on **May 17, 2015, 05:48:29 pm**

Quote from: Bralbaard on September 05, 2014, 03:56:22 am

Man, that is not what Thomod would have wanted. :/

Title: **Re: The Museum II; new adventure succession world**
Post by: **Rendell** on **May 18, 2015, 02:24:36 am**

*Ral Tulonaro*th, or in the human tongue known as "Ral Roadmagic" was as ordinary as Dwarves go. Born in the Dwarven fortress of Footink, he grew up as a low-born Dwarf peasant in the city slums, was a casual worshipper of the Noth the god of jealousy, and in time eventually became one of the fortress guard's that protected the underground city.

This is his story.

Spoiler (click to show/hide)

Create Your Character

Name: Ral Tulonaro

Race: Dwarf, ♀, Peasant

Background:

You are a newly-minted fortress guard of the great Alåth Windbanks in Footink, a dwarven fortress. Destiny is calling! You are a casual worshipper of Noth, the god of jealousy.

Day the First, 6th of Limestone 1070: A Story of a Jealous Dwarf

As things go today, the day of my new adventuring life, wasn't so bad. After hearing about the newly opened Musem in the human kingdom of Gil Ettad which was accepting treasures new and old alike, and realizing this was the adventure I had been waiting for my entire life. I sensed the hand of fate was at work, and I decided to answer its call.

However I was unprepared for such a task, and I knew it, so I hurriedly headed off too the nearest storeroom. After finding and collecting a full dwarven copper armour set and matching troll leather cape, I began to remove my fine leopard leather shoes and Cave spider silk cap, and safely store them in my backpack before donning the newly acquired armour. Once equipped with the stolen gear and our most prized dwarven relic, a statue of a Koala, I ventured off to find the much fabled exit to this labyrinth known as a dwarven city.

As you can imagine, wearing a full set of armour and carrying a Koala statue on your back is kinda heavy, so after a quick pray to Noth, I got down on my hands and knees and began a slow paced crawl through the grand-hall, which as it happens was adjacent to the exit of Footink. I can only assume this exit is only known to the most influential and powerful dwarves, for as I found out it was guarded, terribly so. Thousands of cats attacked me as I crawled my way through too the the entrance of the city, the cats viscously began to start ramming into me over and over again with their furry heads, while making horribly and menacing noises. After what felt like eons I managed to climb the many stone stairs away from the dreaded beasts, quickly stumble out of the trade depot, and find myself outside the settlement that I had called home.

My knees collapsed onto the fresh grassfreedom... freedom at last.

"ALL HAIL NOTH"

Spoiler (click to show/hide)

Ω W

Ω ESE

μ NW

Ω WNW

Ω NW

Ω NNE

Ω N

μ WNW

Ω N



indicates the day.

Ral Tulonaro

The Lost Forest

Speed 0.155

W: shale statue of a koala

A: \$«copper mail shirt»\$

The End of Part I

[Quote from: Bralbaard on September 05, 2014, 03:56:22 am](#)
It is said that the disfigured minotaur is still alive, and has been the target of taunting and further torture by other adventurers since.

Man, that is not what Thomod would have wanted. :/

If she didn't want me to take her arm, she shouldn't have tried to take my foot.

Title: **Re: The Museum II; new adventure succession world**
Post by: **Unraveller** on **May 18, 2015, 11:49:18 am**

[Quote from: Rendell on May 18, 2015, 02:24:36 am](#)
"ALL HAIL NOTH"

You're not allowed, Noth is **MY** god!

[Quote from: Deus Asmoth on May 18, 2015, 11:00:53 am](#)
If she didn't want me to take her arm, she shouldn't have tried to take my foot.

Well, it seems the poor minotaur has not listened to the strongman's warnings, pity.

Title: **Re: The Museum II; new adventure succession world**
Post by: **Rendell** on **May 20, 2015, 02:38:06 pm**

Part the Second

Day 6th to Day 8th: Bandits and Necromancers.. oh my..

After a suitable amount of time praising Noth, I found the dwarf Tekkud rithilir the hammer-dwarf nearby. I convinced Tekkud to join me in my new found adventure, and preceded to trade my spare leopard shoes and a cloak for his fine steel shield and superior bronze chain-mail. I dropped the Koala statue and told Tekkud to guard it, while I started to venture into the nearby Lost Forest for two reasons, first to hunt and stock up on extra rations for the journey, and secondary dwarfly wrestle any animal I came across along the way. After showing off my martial prowess to a coyote and owl, I came across a small group of goats. While beating on these goats, I was joined by a mad dwarven ranger, who proceeded to engage the goats in conversation while helping me on my current task.

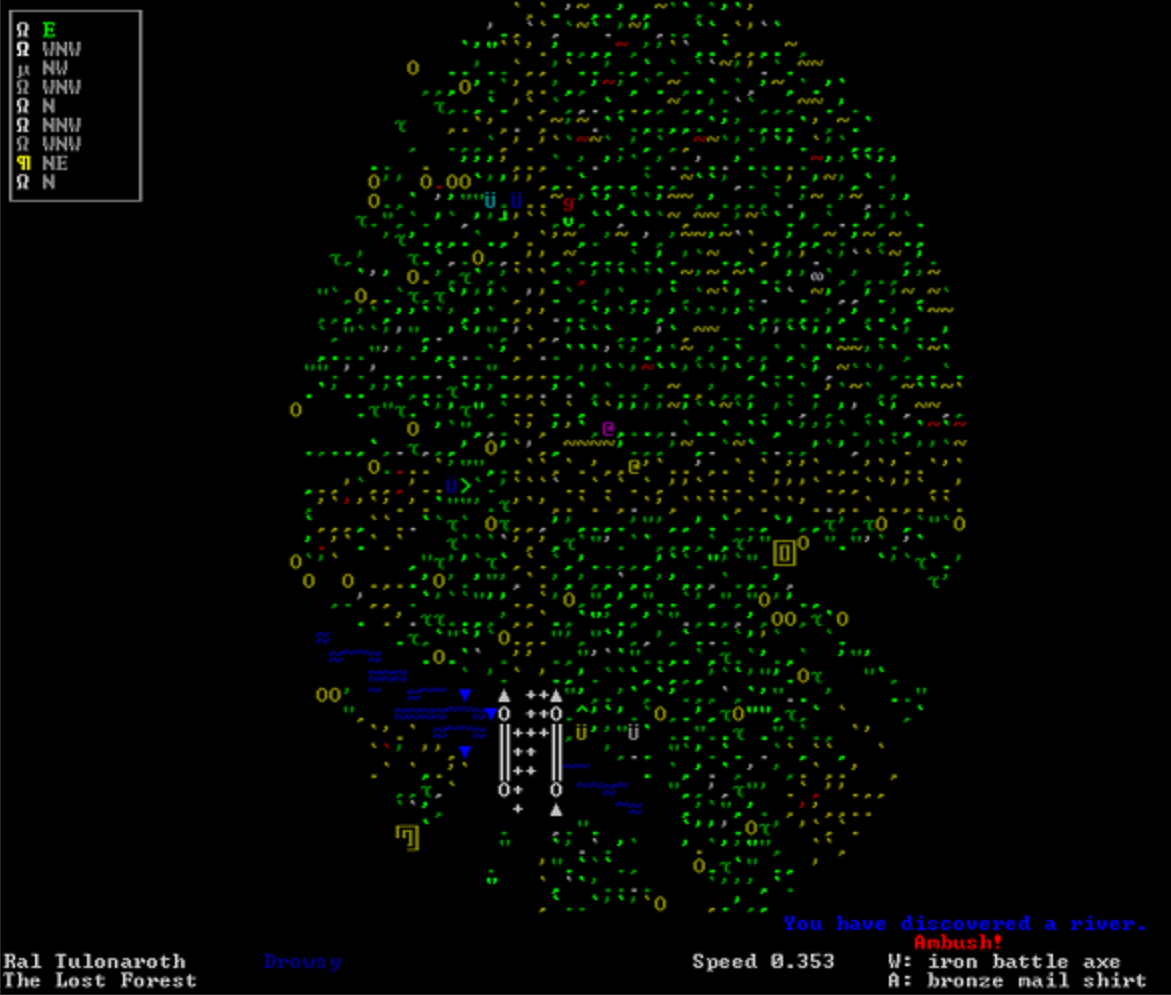
[Spoiler](#) (click to show/hide)

The Ranger regains consciousness.
The Ranger punches The Mountain Goat in the head with his left hand, bruising the muscle!
The Ranger punches The Mountain Goat in the head with his left hand, bruising the muscle!
Avuz Usirdastot, Ranger (to Mountain Goat): Greetings. My name is Avuz Glacialswords.
The Mountain Goat retches.
The Ranger punches The Mountain Goat in the head with his right hand, bruising the muscle!
The Ranger punches The Mountain Goat in the head with his right hand, bruising the muscle!
The Ranger punches The Mountain Goat in the head with his right hand, bruising the muscle!
The Ranger punches The Mountain Goat in the head with his left hand, bruising the muscle!
The Mountain Goat retches.
The Ranger punches The Mountain Goat in the head with his right hand, bruising the muscle!
The Ranger punches The Mountain Goat in the head with his left hand, bruising the muscle!
The Ranger punches The Mountain Goat in the head with his right hand, bruising the muscle!

Soon while later after the goat gave me a good couple of kicks to the lungs, the ranger and goat ran off into the forest never to be seen again. I returned to Tekkud and the statue only to find a small patrol of dwarves consisting of a crossbow-dwarf Zon Kerliggoden and 3 recruits. He told me of the nearby dwarven town of Gladjungles, and I decided that would be our next destination. The next morning, after collecting the statue, me and Tekkud headed Northeast through the lost forest towards the local hillock settlement of Wheelsrained.

After crossing the bridge to Wheelsrained we were attacked by a small group of bandits. A fight ensued, Tekkud and I managed to rout them by killing three of them, however Tekkud died of his wounds shortly afterwards.

[Spoiler](#) (click to show/hide)



After looting a two-handed copper sword from one the bandits I left the now dead Tekkud behind, my Noth save his soul. Seeking new companions I headed to the nearby drinking mound, only to find it deserted, except in one of the corners where a small female bow-goblin of the name Batow Leopardwet was standing. After she agreed to take the place of poor Tekkud, we headed out to the central civic mound in order to gather more information of the local area. No one was there or in any of the houses we past along the way, seems like this village was abandoned sometime in the near past.

I continued north-east towards Gladjungles, stopping in the elven forest retreat of Scrapesongs along the way. A short while after leaving Scrapesongs, we came across a curious sight. A dwarven Necromancer up a tree, who began hailing insults down at us. Batow began firing silver arrows up at him in return, until she ran out and proceeded to climb the tree and bash his brains out. During the brief encounter I noticed the necromancer drop something, I slab titled "Iturnokor" surely full of dark forbidden knowledge. I know wish I had learned how to read more then just a few words.. argh well at least I have something for the museum.

After collecting the slab and climbing down from the tree, I gave Batow an iron axe since she now she had ran out of arrows as well as the Koala statue to carry as we resumed our trek onwards... to Gladjungles.

End of Part two

Title: **Re: The Museum II; new adventure succession world**
Post by: **Unraveller** on **May 20, 2015, 03:20:32 pm**

Cue every adventurer from now on being a necromancer.

Title: **Re: The Museum II; new adventure succession world**
Post by: **Deus Asmoth** on **May 20, 2015, 03:43:10 pm**

Surely the only reasonable thing to do is use the slab as a weapon and become a legendary misc. object user.

Title: **Re: The Museum II; new adventure succession world**
Post by: **Rendell** on **May 21, 2015, 04:07:59 pm**

Part the Third

Day 8th to 13th: In a haunted land

Two days later Batow and I arrived in the outskirts of Gladjungles, we came across Bembul Windhammers the crafts-dwarf and Erith Solontobul the fish-cleaner who guided us to the settlement. Gladjungles seems to consist of only a trade-depot surrounded by small wooden houses, not much in the way of a true dwarven city.

[Spoiler](#) (click to show/hide)



Erith told us that the army of Buqui Nightmoist the waters of sin was marching to Gladjungles, not wanting to get involved we left Gladjungles, west-ward towards the museum.

[Spoiler](#) (click to show/hide)

@: You: Ah, hello. I'm Ral Roadmagic. Don't travel alone at night, or the bogeyman will get you.
1: Erith Solontobul, Fish Cleaner: The army of Buqui Nightmoist the Waters of Sin is marching here!
Ral Tulonarothe **Speed 0.204** **W: None**
The Lost Forest **HungThir** **A: bronze mail shirt**

We travelled through the Hills of Spurting towards the mountain range known as the single teeth that blocked us from the museum, only stopping to slaughter 3 talkative harpies for their meat. After crossing the single teeth uneventfully we entered the haunted lands known as waste of dredging, a terrible land indeed.

We made a camp-fire and prepared to rest for a night, only to wake in the dawn to the sight of a undead jaguar jumping over the camp-fire causing smoke to bellow in all directions. Batow and I immediately lunged at the creature, me with my large copper two-hander and the she-goblin with an iron-axe. The beast attacked Batow, mauling her considerably, while I managed to stab the jaguar a couple times to little or no effort. The jaguar alternated strikes between us both, however my shield and armour was able to keep me save.. Batow was not so lucky. After a vicious bite to Batow face, the she-goblin soon went unconscious, leaving me to fight alone. Giving up with the useless copper-sword, I threw it at the beast.. missing terribly, I ran to collect Batow's dropped iron-axe hoping it would cut deeper. After a lighting-fast strike, the jaguar managed to claw the side of my face causing me to lose an ear. The Jaguar corpse evaded my strikes, until I hit it in the leg severing it, and thus causing him to collapse to the ground. One solid strike to the neck later the menace lay dead at my feet.

[Spoiler](#) (click to show/hide)

The Jaguar Corpse strikes at You but the shot is blocked!
You slap The Jaguar Corpse in the left front paw with the flat of your iron battle axe, but the attack glances away!
The Jaguar Corpse attacks You but You jump away!
You punch The Jaguar Corpse in the right rear paw with your left hand, but the attack glances away!
The Jaguar Corpse strikes at You but the shot is blocked!
You attack The Jaguar Corpse but He jumps away!
The Jaguar Corpse misses You!
You hack The Jaguar Corpse in the left front paw with your iron battle axe and the severed part sails off in an arc!
The Jaguar Corpse falls over.
The Jaguar Corpse misses You!
You attack The Jaguar Corpse but He scrambles away!
The Jaguar Corpse misses You!
You hack The Jaguar Corpse in the tail with your iron battle axe and the severed part sails off in an arc!
The Jaguar Corpse attacks You but You jump away!
The Jaguar Corpse misses You!
You hack The Jaguar Corpse in the neck with your iron battle axe and the severed part sails off in an arc!
Jaguar Corpse has been struck down.
It is the 13th of Limestone, 1070.
Announcements 2978-3000 of 3000

I went to check on my fallen companion.. but too late, Batow was already dead. I was left alone in this hostile land.

[Spoiler](#) (click to show/hide)



End of Part 3

Title: **Re: The Museum II; new adventure succession world**
Post by: **Unraveller** on **May 21, 2015, 04:27:34 pm**

That is terrifying.

Title: **Re: The Museum II; new adventure succession world**
Post by: **Deus Asmoth** on **May 21, 2015, 05:54:23 pm**

You killed a zombie!? Did they get updated to not be ridiculous?

Title: **Re: The Museum II; new adventure succession world**
Post by: **Unraveller** on **May 21, 2015, 07:05:45 pm**

I don't think the zombies have really been that bad lately. Sure with one chance hit they'll cave your skull in, but what won't do that really?

Title: **Re: The Museum II; new adventure succession world**
Post by: **Timeless Bob** on **May 21, 2015, 07:22:59 pm**

It's that zombies will run you down and will usually only die from "pulping" and "decapitation".

Title: **Re: The Museum II; new adventure succession world**
Post by: **Unraveller** on **May 21, 2015, 07:30:29 pm**

And it looks like we are going to be seeing a ton of zombies, if, mister Roadmagic can make it to the museum safely.

Title: **Re: The Museum II; new adventure succession world**
Post by: **TheFlame52** on **May 21, 2015, 07:36:25 pm**

ZOMBIE CHANGES SINCE DF2014

Bufs:
Can only die to pulping
Technically slow, but have [NO_EXERT] so they sprint everywhere
No longer die to decapitation/bisection

Nerfs:
No longer fireproof, fire/magma now pulp body parts

Title: **Re: The Museum II; new adventure succession world**
Post by: **Unraveller** on **May 21, 2015, 08:04:06 pm**

Well I wouldn't say they don't die to decapitation, as Roadmagic proved that one.

Title: **Re: The Museum II; new adventure succession world**
Post by: **Max™** on **May 21, 2015, 10:11:21 pm**

You gotta remove everything with a [GRASP] tag, head and hands.

Title: **Re: The Museum II; new adventure succession world**
Post by: **Deus Asmoth** on **May 22, 2015, 03:43:54 am**

There used to be a bug where if you decapitated them at the neck, it wouldn't register the head being severed as well though, so it wouldn't die. I guess that's been fixed.

Title: **Re: The Museum II; new adventure succession world**
Post by: **Timeless Bob** on **May 23, 2015, 03:12:41 pm**

Oh, that's good. Don't remember how many times a quick as lightning zombie head was able to chew through all my companions and I without us being able to land a decent hit. It was like one of the Evil Dead movies

Title: **Re: The Museum II; new adventure succession world**
Post by: **Rendell** on **May 24, 2015, 07:05:56 am**

Part the Forth

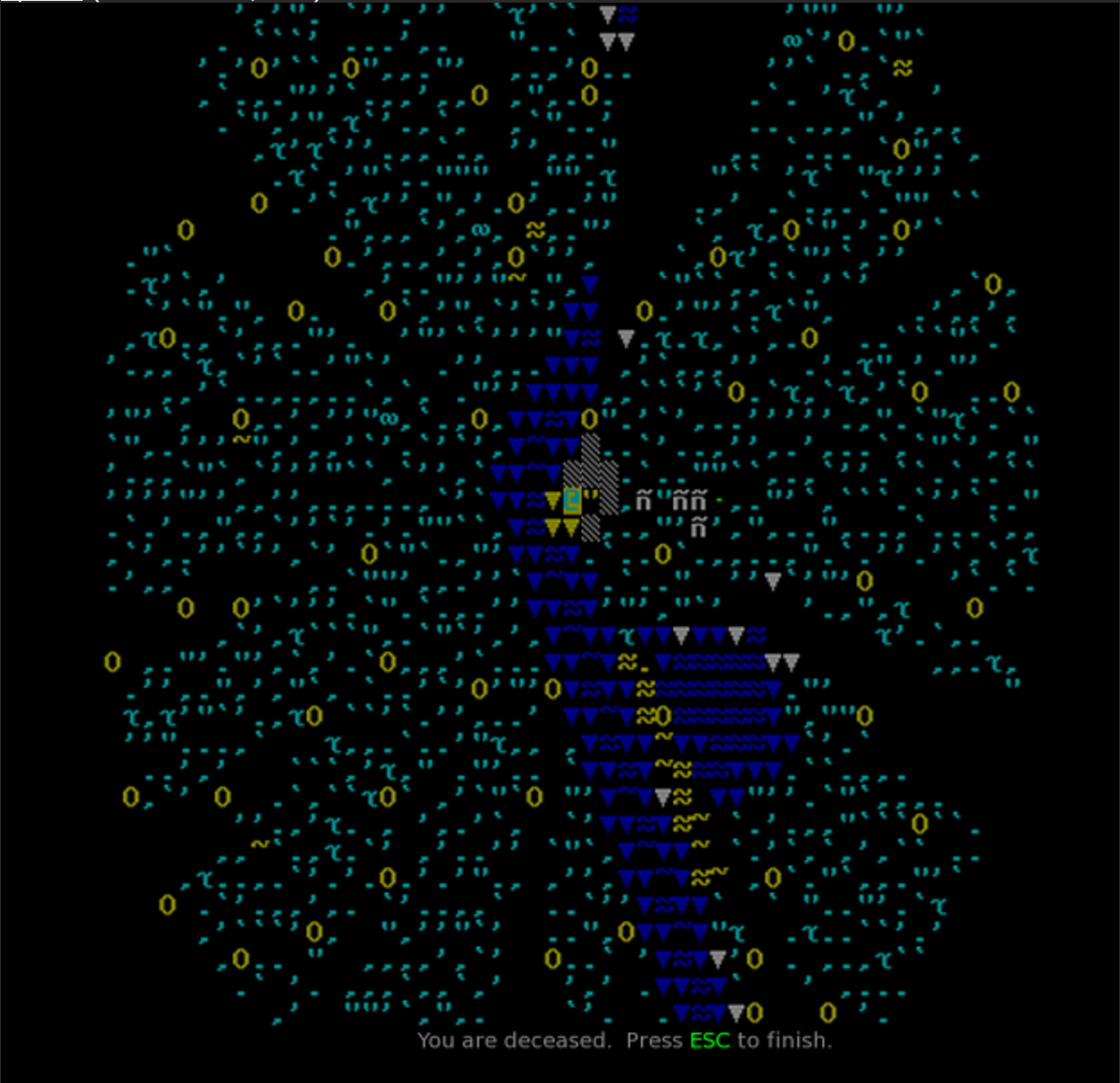
Day 13th to day 15th: The River Styx

After Leaving behind the long held Koala statue as a makeshift gravestone for my lost friend, I left the battle-scene and went westward. Not long after, just after I crossed a small river, I bumped into more undead fiends, this time a small group of 5 zombie buzzards. I killed one dead-brained bird, then another, the battle went for what lasted like ages. When I killed my third enemy, I realized I had made a terribly mistake. The undead don't tire, however the living do, as I then did. I collapsed to the ground exhausted, and was beset upon by my last two remaining foes. I lapsed into and out of conscious, after an indeterminable amount of time I awoke. I was still under attack, my armour managing to save my life once again, my enemies only managed to damage my left-eye rendering it blind and one of my legs useless. From the ground I fell one, then the other, cutting off their heads. I patched my leg up best as I could, and hoped no bogeymen would attack me in my sleep as I made camp by the river.

In the morning I continued travelling west. One day later, I came across another group of bandits, I easily killed two of them before the rest decided it was wiser to flee, once done I picked up a copper-bow along with some silver arrows from one of the dead goblins. I tested by new-found bow on a horn-bill the next river I came to, after five shot I managed to bring it down, not my best work and decided it was better to just use the axe. I made another camp next to the river, hoping like the previous nights that bogeymen didn't like the water and keep away.

The dwarf Ral Roadmagic was not in luck, as bogeymen did come to the river that fated night, and killed him in his sleep. Ral Roadmagic as well as the necromantic tomb he carried lay lost, somewhere located in the Fleshy Jungles. Although Roadmagic failed in his quest to deliver his treasure to the museum, others in time would rise to take his place.

[Spoiler](#) (click to show/hide)

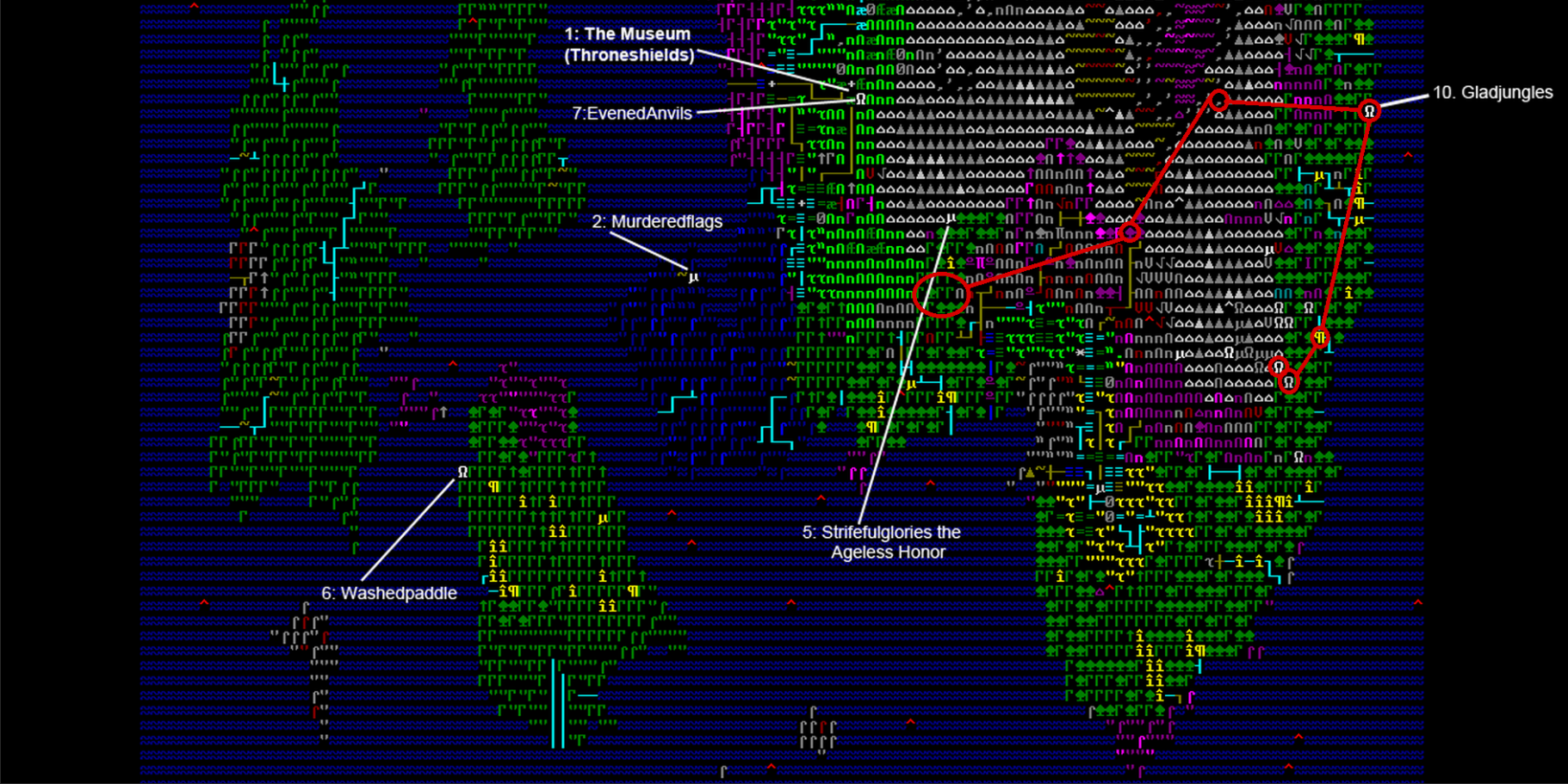


You have been struck down.

The End

OOC: Here is the save for the next person, as well as the route I took for any interested. <http://dff.d.bay12games.com/file.php?id=10882>

[Spoiler](#) (click to show/hide)



Title: **Re: The Museum II; new adventure succession world**
Post by: **Unraveller** on **May 24, 2015, 08:58:31 am**

Cue every adventurer looking for the damned slab. He may not have a physical submission, but Ral Roadmagic may shape the future of the Museum for some time to come.

In other news, I was perusing the legends and found out the tragic fate of Oma. Poor Thomod thought she had vamoosed.

Spoiler: [Oma's Fate](#) (click to show/hide)

In the late spring of 1069, Thomod Musclemán the Perplexing Utterance concluded an adventure with Oma on a whim.

In the early summer of 1069, Oma was struck down by the minotaur Yellfamous the Scabrous Claws in Pukesport the Grizzly Dreams.

Related Historical Figures

Iskak, object of worship

Related Entities

The Union of Houses (member)
The Group of Scaling (hearthperson, 1069–1069)

Related Sites

Stakestar (home)

Five Notable Kills

Fatha Pleatedriddled the goblin, b. 808 d. 1069
Uspsast Lockbraids the goblin, b. 806 d. 1069
Gadoc Surprisechance the goblin, b. 805 d. 1069
Xaki Siegesweltered the goblin, b. 843 d. 1069
Belom Wiltdate the goblin, b. 894 d. 1069

Three Other Kills

One alligator (♂) in The Steppe of Lucidity
One ostrich cock (♂) in The Steppe of Lucidity
One barn owl (♀) in The Steppe of Lucidity

Title: **Re: The Museum II; new adventure succession world**
Post by: **tonnot98** on **May 26, 2015, 07:22:14 pm**

MY TIME HAS COME!

I shall start either later today or tomorrow. I hope I don't die immediately.

Title: **Re: The Museum II; new adventure succession world**
Post by: **Unraveller** on **May 26, 2015, 08:42:10 pm**

As long as you wield the ultimate power of manliness, nothing can harm you!

Title: **Re: The Museum II; new adventure succession world**
Post by: **Eric Blank** on **May 26, 2015, 09:11:06 pm**

You can also wield the power of caution, but that isnt nearly as interesting to hear about.

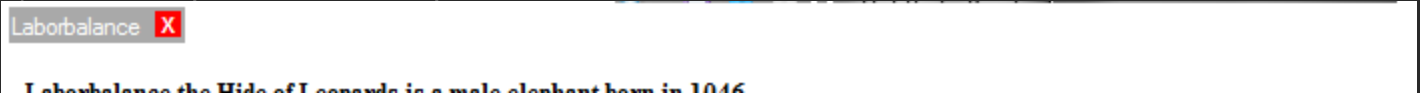
Title: **Re: The Museum II; new adventure succession world**
Post by: **Deus Asmoth** on **May 27, 2015, 04:29:30 am**

Or you could kill a bunch of vampires and eat their hearts. It does wonders for your fitness levels.

Title: **Re: The Museum II; new adventure succession world**
Post by: **Unraveller** on **May 27, 2015, 08:45:06 pm**

There is but one creature that is known to have more notable kills than our dwarf vampire Urdim. Laborbalance the Hide of Leopards, the **Elephant**. As seen in legends viewer, the creature has taken part in an ungodly amount of wars and has slain a combined total of 124 goblins and elves in a notable fashion. This is a legendary beast, I hope he can get away from all the violence and fulfill his dream someday.

Spoiler: Wars (click to show/hide)




Caste: Male
Type: Standard
Goal: See the Great Natural Sites


































Related Historical Figures

- the dwarf deity Urdim, Deity (2%)


Related Entities

- The Purple Letter  (Member)

Battles[Load] (Notable)

1	1065	The Onslaught of Shrieks	as part of	The Crazy Conflict	Aided in the defense	against	The Enjoyable Cruelty		and won	Deaths: 21)
2	1065	The Outrageous Assault	as part of	The Crazy Conflict	Aided in the defense	against	The Enjoyable Cruelty		and won	Deaths: 2)
3	1065	The Onslaught of Drilling	as part of	The Crazy Conflict	Aided in the defense	against	The Enjoyable Cruelty		and won	Deaths: 17)
4	1066	The Eviscerated Assault	as part of	The Crazy Conflict	Aided in the defense	against	The Enjoyable Cruelty		and won	Deaths: 4)
5	1066	The Stormy Assault	as part of	The Crazy Conflict	Aided in the defense	against	The Enjoyable Cruelty		and won	Deaths: 2)
6	1066	The Splattered Assaults	as part of	The Crazy Conflict	Aided in the defense	against	The Enjoyable Cruelty		and won	Deaths: 14)
7	1066	The Siege of Traps	as part of	The Crazy Conflict	Aided in the defense	against	The Enjoyable Cruelty		and won	Deaths: 1)
8	1066	The Scalded Onslaught	as part of	The Crazy Conflict	Aided in the defense	against	The Enjoyable Cruelty		and won	Deaths: 1)
9	1066	The Angry Attack	as part of	The War of Onslaught	Aided in the defense	against	The Nightmare of Camages		and won	Deaths: 121)
10	1066	The Assault of Whips	as part of	The Crazy Conflict	Aided in the defense	against	The Enjoyable Cruelty		and won	Deaths: 1)
11	1066	The Strifeful Attack	as part of	The Crazy Conflict	Aided in the defense	against	The Enjoyable Cruelty		and won	Deaths: 1)
12	1066	The Onslaught of Cobras	as part of	The Crazy Conflict	Aided in the defense	against	The Enjoyable Cruelty		and won	Deaths: 1)
13	1066	The Brutal Assaults	as part of	The War of Onslaught	Aided in the defense	against	The Nightmare of Camages		and won	Deaths: 9)
14	1067	The Eviscerated Siege	as part of	The War of Onslaught	Aided in the defense	against	The Nightmare of Camages		and won	Deaths: 5)
15	1067	The Assault of Beasts	as part of	The Crazy Conflict	Aided in the defense	against	The Enjoyable Cruelty		and won	Deaths: 1)
16	1067	The Disemboweled Sieges	as part of	The War of Onslaught	Aided in the defense	against	The Nightmare of Camages		and won	Deaths: 1)
17	1067	The Sieges of Conflagration	as part of	The Crazy Conflict	Aided in the defense	against	The Enjoyable Cruelty		and won	Deaths: 1)
18	1067	The Siege of Routing	as part of	The War of Onslaught	Aided in the defense	against	The Nightmare of Camages		and won	Deaths: 18)
19	1067	The Dangerous Siege	as part of	The Crazy Conflict	Aided in the defense	against	The Enjoyable Cruelty		and won	Deaths: 1)
20	1067	The Attack of Roasting	as part of	The War of Onslaught	Aided in the defense	against	The Nightmare of Camages		and won	Deaths: 2)
21	1067	The Searing Onslaught	as part of	The War of Onslaught	Aided in the defense	against	The Nightmare of Camages		and won	Deaths: 1)
22	1067	The Assault of Wringing	as part of	The War of Onslaught	Aided in the defense	against	The Nightmare of Camages		and won	Deaths: 1)
23	1067	The Cremated Assaults	as part of	The Crazy Conflict	Aided in the defense	against	The Enjoyable Cruelty		and won	Deaths: 1)
24	1067	The Onslaught of Boring	as part of	The Crazy Conflict	Aided in the defense	against	The Enjoyable Cruelty		and won	Deaths: 1)
25	1068	The Scalded Attack	as part of	The Crazy Conflict	Aided in the defense	against	The Enjoyable Cruelty		and won	Deaths: 1)
26	1068	The Siege of Scrapes	as part of	The Crazy Conflict	Aided in the defense	against	The Enjoyable Cruelty		and won	Deaths: 1)
27	1068	The Scorching Onslaught	as part of	The War of Onslaught	Aided in the defense	against	The Nightmare of Camages		and won	Deaths: 1)
28	1068	The Siege of Riddling	as part of	The Crazy Conflict	Aided in the defense	against	The Enjoyable Cruelty		and won	Deaths: 1)
29	1069	The Strifeful Sieges of Crucifixion	as part of	The War of Onslaught	Aided in the defense	against	The Nightmare of Camages		and won	Deaths: 1)
30	1069	The Violent Siege	as part of	The War of Onslaught	Aided in the defense	against	The Nightmare of Camages		and won	Deaths: 2)
31	1069	The Siege of Trapping	as part of	The War of Onslaught	Aided in the defense	against	The Nightmare of Camages		and won	Deaths: 1)
32	1070	The Violent Sieges	as part of	The Crazy Conflict	Aided in the defense	against	The Enjoyable Cruelty		and won	Deaths: 1)
33	1070	The Fierce Assault	as part of	The Crazy Conflict	Aided in the defense	against	The Enjoyable Cruelty		and won	Deaths: 1)
34	1070	The Outrageous Attack	as part of	The Crazy Conflict	Aided in the defense	against	The Enjoyable Cruelty		and won	Deaths: 1)

Spoiler: Kills (click to show/hide)

Laborbalance 

Kills [Load]

1. the elf Nako Shellssins, in 1066 (Struck)
2. the elf Bosa Wickedferns, in 1066 (Struck)
3. the elf Amxu Tamedooms, in 1066 (Struck)
4. the elf Bosa Limpedplague, in 1066 (Struck)
5. the elf Ago Hairycruelty, in 1066 (Struck)
6. the elf Dostngosp Grievingmonsters, in 1066 (Struck)
7. the elf Dostngosp Fiendsuck, in 1066 (Struck)
8. the elf Dang Lanceseduces, in 1066 (Struck)
9. the elf Snamoz Sinfuldistrust, in 1066 (Struck)
10. the elf Stozu Spideryorder, in 1066 (Struck)
11. the elf Em Wickedwears, in 1066 (Struck)
12. the elf Stasost Ruinthief, in 1066 (Struck)
13. the elf Utes Scrapethieves, in 1066 (Struck)
14. the elf Ecu Heavyroar, in 1066 (Struck)
15. the elf Bax Spiderypits, in 1066 (Struck)
16. the elf Atu Jackalfork, in 1066 (Struck)
17. the elf Gozru Dreadslipped, in 1066 (Struck)
18. the elf Snamoz Fortressdungeons, in 1066 (Struck)
19. the elf Utes Sicknessdevil, in 1066 (Struck)
20. the elf Snodub Mindfuldooms, in 1066 (Struck)
21. the elf Nguslu Stealwebs, in 1066 (Struck)
22. the elf Snodub Menacedcrabs, in 1066 (Struck)
23. the elf Osta Monstrousmites, in 1066 (Struck)
24. the elf Zolak Cruelentered, in 1066 (Struck)
25. the elf Osnun Stutterdoom, in 1066 (Struck)
26. the elf Atu Cursehowl, in 1066 (Struck)
27. the elf Ber Relievesteal, in 1066 (Struck)
28. the elf Damsto Profaneveils, in 1066 (Struck)
29. the elf Stozu Hexcarries, in 1066 (Struck)
30. the elf Atu Plaguescratch, in 1066 (Struck)
31. the elf Strodno Tormentcysts, in 1066 (Struck)
32. the dwarf Olngo Acridfiends, in 1066 (Struck)
33. the elf Ber Dancedevils, in 1066 (Struck)
34. the elf Ngokang Dungeondimple, in 1066 (Struck)
35. the elf Tode Stolenflinches, in 1066 (Struck)
36. the elf Stozu Pulleydoomed, in 1066 (Struck)
37. the elf Dang Touchcurses, in 1066 (Struck)
38. the elf Ngokang Dungeondimple, in 1066 (Struck)
39. the dwarf Monom Hardyning, in 1066 (Struck)
40. the dwarf Song Equalwraiths, in 1066 (Struck)
41. the elf Bax Stemmaligned, in 1066 (Struck)
42. the elf Usbu Scorpionlustful, in 1066 (Struck)
43. the elf Estrur Cursesystems, in 1066 (Struck)
44. the elf Ngokang Tinhatred, in 1066 (Struck)
45. the elf Stasost Ruthlesscave, in 1066 (Struck)
46. the elf Osta Plagueconjure, in 1066 (Struck)
47. the elf Ngebzo Bluntevil, in 1066 (Struck)
48. the elf Smunstu Glazehells, in 1066 (Struck)
49. the elf Ozud Roughhate, in 1066 (Struck)
50. the elf Stosbub Wickedstones, in 1066 (Struck)
51. the elf Zom Scalehell, in 1066 (Struck)
52. the elf Damsto Clasheswitches, in 1066 (Struck)
53. the elf Damsto Maliceamber, in 1066 (Struck)
54. the elf Bax Hateunited, in 1066 (Struck)
55. the elf Ber Dancedevils, in 1066 (Struck)
56. the elf Zolak Lobstermenaces, in 1066 (Struck)
57. the elf Utes Actedcurse, in 1066 (Struck)
58. the elf Ber Viceseed, in 1066 (Struck)
59. the elf Dang Lovemightmares, in 1066 (Struck)
60. the elf Zom Brutalseduced, in 1066 (Struck)
61. the elf Song Wraithkeys, in 1066 (Struck)
62. the elf Osta Monstrousmites, in 1066 (Struck)
63. the elf Usbu Hateblushed, in 1066 (Struck)
64. the elf Utes Roughnessmonstrous, in 1066 (Struck)
65. the elf Bosa Witchpeaks, in 1066 (Struck)
66. the elf Snamoz Valetorment, in 1066 (Struck)
67. the elf Ngebzo Tormentesteems, in 1066 (Struck)
68. the elf Song Ruthlesscruelty, in 1066 (Struck)
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70. the elf Osta Monstrousmites, in 1066 (Struck)
71. the elf Song Ruthlesscruelty, in 1066 (Struck)
72. the elf Ngokang Dungeondimple, in 1066 (Struck)
73. the elf Song Ruthlesscruelty, in 1066 (Struck)
74. the elf Ber Dancedevils, in 1066 (Struck)
75. the goblin Osdin Depressedpractices, in 1066 (Struck)
76. the goblin Eri Charcoalcrew, in 1066 (Struck)
77. the goblin Sedur Sistershakes, in 1066 (Struck)
78. the elf Ngokang Dripwicked, in 1066 (Struck)
79. the elf Olngo Curseringed, in 1066 (Struck)
80. the elf Olngo Dancetorment, in 1066 (Struck)
81. the elf Nguslu Dreadspeakers, in 1066 (Struck)
82. the elf Ngokang Dripwicked, in 1066 (Struck)
83. the elf Ngokang Blackopens, in 1067 (Struck)
84. the elf Asno Phantomghoul, in 1067 (Struck)
85. the elf Snodub Badmonstrous, in 1067 (Struck)
86. the elf Ngokang Blackopens, in 1067 (Struck)
87. the elf Asno Phantomghoul, in 1067 (Struck)
88. the goblin Kezat Weighttwist, in 1067 (Struck)
89. the goblin Wanala Clearedtrotted, in 1067 (Struck)
90. the goblin Kacu Violetpears, in 1067 (Struck)
91. the elf Stozu Frightenscourges, in 1067 (Struck)
92. the elf Ber Badattics, in 1067 (Struck)
93. the elf Mato Glowedbad, in 1067 (Struck)
94. the elf Atu Risenightmares, in 1067 (Struck)
95. the elf Azstrog Malignedgrooved, in 1067 (Struck)
96. the elf Ago Menacedfiends, in 1067 (Struck)
97. the elf Zolak Doomtraded, in 1067 (Struck)
98. the elf Ngebzo Soldierhate, in 1067 (Struck)
99. the elf Arstruk Polishticks, in 1067 (Struck)
100. the elf Snang Fellforks, in 1067 (Struck)
101. the elf Song Nightmareage, in 1067 (Struck)
102. the elf Stosbub Granddread, in 1067 (Struck)
103. the elf Ngokang Viceraptor, in 1067 (Struck)
104. the elf Atu Ullersdust, in 1067 (Struck)

- 104. the elf Atu Helmnodes, in 1067 (Struck)
- 105. the elf Estrur Feedwraiths, in 1067 (Struck)
- 106. the elf Ber Badattics, in 1067 (Struck)
- 107. the elf Stozu Frightenscourgues, in 1067 (Struck)
- 108. the elf Ber Badattics, in 1067 (Struck)
- 109. the goblin Ofa Gloomyring, in 1067 (Struck)
- 110. the elf Atu Soundthieves, in 1067 (Struck)
- 111. the elf Dostngosp Monstrouschew, in 1067 (Struck)
- 112. the goblin Lam Pattermtouched, in 1067 (Struck)
- 113. the goblin Luxam Mouthtunnels, in 1067 (Struck)
- 114. the goblin Thrathdad Feedtan, in 1067 (Struck)
- 115. the goblin Ozosm Mileecho, in 1067 (Struck)
- 116. the goblin Memrut Lungpulley, in 1068 (Struck)
- 117. the goblin Odom Guiseblazed, in 1068 (Struck)
- 118. the goblin Amane Dimmedlost, in 1068 (Struck)
- 119. the goblin Rafum Auburnworship, in 1068 (Struck)
- 120. the goblin Joddo Moumfulpoint, in 1069 (Struck)
- 121. the goblin Nug Minewads, in 1069 (Struck)
- 122. the goblin Doren Lightenjoyed, in 1070 (Struck)
- 123. the goblin Bobet Stirredprices, in 1070 (Struck)
- 124. the goblin Nifih Bandedadmired, in 1070 (Struck)

Title: **Re: The Museum II; new adventure succession world**
Post by: **tonnot98** on **May 27, 2015, 09:57:08 pm**

Life and D&D happened, I forgot about this until I finally got to my computer.

The mad scramble for history starts TOMORROW!

Title: **Re: The Museum II; new adventure succession world**
Post by: **tonnot98** on **May 28, 2015, 12:50:50 pm**

Luto Ariltista, "Luto Shipwines"

A monk of The Future of Wisps, the god of fate, hails from the human hamlet of Braidbrim. He has heard his fate, a gruesome one indeed, but there can be a way to change it. And to do so, he must find the secrets of life and death, and bring it to the safest area on the continent, The Museum.

Ah, today I must set out for glory! I just hope to stray away from creatures of the night. I've already got enough of that to deal with in the road ahead.

(The humans all seem to be U's, and I dun like it.)

VV UNIMPORTANT STUFF VV
Spoiler (click to show/hide)
Apparently, there's a group coming to reclaim the 'ruins' of this hamlet. I don't see anything that I could do about it, though. There seems to be no further troubles at all in here.

I have discoverd a lair soon after departing on my journey. I shall see what lies inside.

After a small search through the densely-wooded hills, I have found a small alcove, completely clean, with nothing inside. I wonder if this is the lair I was searching for.

After besting a few keas in the art of wrestling, I continue on my journey towards the museum. Surely that'd be the best place to start searching. I now travel through 'The Bloated Forest', an ugly place indeed, filled with beasts that lurk just out of sight and scent.

Right on the edge of the forest, I reach a hamlet called 'Honoredwhim'. I shall rest here for a time.

I've found an uninhabited stone building with some supplies inside. Perhaps I could make the best of what's here?

I now have some bronze and copper armor. It seems that this would only be suitable against the wildlife, and not bandits I may face in the future.

A man named Nulce Kadiellum has offered to take me in for the night, and even gave me a plethora of berries to help me on my journey.

I have stumbled upon another lair, maybe there is something more useful inside? Nope. Nothing. This one had two segments, but still nothing within. Perhaps it's inhabitant was out somewhere?

VV MORE IMPORTANT STUFF VV
Spoiler (click to show/hide)
Oh my, It seems I have stumbled upon a traveling group of vampires! Wait what is this? They are fighting each other! A reptile woman and an elf! There's even an amphibian woman and a reptile man! Have I stumbled upon a vampire fight club?

The Elf Pikemaster vampire struggles in vain against the grip of The Reptile Woman Spearman vampire's teeth on The Elf Pikemaster vampire's left hand.
The Elf Pikemaster vampire misses The Reptile Woman Spearman vampire!
The Reptile Woman Spearman vampire charges at The Elf Pikemaster vampire!
The Elf Pikemaster vampire misses The Reptile Woman Spearman vampire!
The Reptile Man Master Blowgunner misses The Amphibian Woman Blowgunner!
The Reptile Man Master Blowgunner misses The Amphibian Woman Blowgunner!
The Amphibian Woman Blowgunner misses The Reptile Man Master Blowgunner!
The Reptile Man Master Blowgunner misses The Amphibian Woman Blowgunner!
The Amphibian Woman Blowgunner misses The Reptile Man Master Blowgunner!
The Reptile Man Master Blowgunner attacks The Amphibian Woman Blowgunner but She jumps away!
The Amphibian Woman Blowgunner is no longer stunned.
The Reptile Woman Spearman vampire punches The Elf Pikemaster vampire in the right foot from behind with her left hand, bruising the muscle!
The Amphibian Woman Blowgunner punches The Reptile Man Master Blowgunner in the head from behind with her right hand, bruising the muscle!
The Reptile Man Master Blowgunner has been knocked unconscious!
The Reptile Man Master Blowgunner falls over.
The Reptile Woman Spearman vampire bites The Elf Pikemaster vampire in the right lower leg from behind, tearing the muscle!
The Reptile Woman Spearman vampire latches on firmly!

This is starting to get bloody.

A ligament in the right lower leg has been torn and a tendon has been torn!
The Serpent Woman Spearmaster misses The Cave Fish Man Master Blowgunner!
Elf Pikemaster vampire: I must withdraw!
The Reptile Woman Spearman vampire misses The Elf Pikemaster vampire!
The Serpent Woman Spearmaster collides with The Cave Fish Man Master Blowgunner!
The Cave Fish Man Master Blowgunner is knocked over!
The Cave Fish Man Master Blowgunner stands up.
The Serpent Woman Spearmaster misses The Cave Fish Man Master Blowgunner!
Reptile Woman Spearman vampire: I musst withdraw!
The Serpent Woman Spearmaster misses The Cave Fish Man Master Blowgunner!
The Serpent Woman Spearmaster grabs The Amphibian Woman Blowgunner by the right lower leg from behind with her left lower arm!
The Amphibian Woman Blowgunner is unable to break the grip of The Serpent Woman Spearmaster's left lower arm on The Amphibian Woman Blowgunner's right lower leg!
The Serpent Woman Spearmaster bites The Amphibian Woman Blowgunner in the left lower leg, tearing the muscle!
Serpent man venom is injected into the The Amphibian Woman Blowgunner's amphibian man blood!
The Serpent Woman Spearmaster latches on firmly!

I've been spotted by a fish woman vampire! The fight comes to me! It just punched me in the arm and ran away. The fight amongst the different groups was dissipating, so I decided to take my chance and charge at a wounded Serpent Woman, to attempt to slay such an unnatural beast.

upper arm!
The Serpent Woman Spearman misses You!
You grab The Serpent Woman Spearman by the teeth with your left hand!
The Serpent Woman Spearman is unable to break the grip of Your left hand on The Serpent Woman Spearman's teeth!
The Serpent Woman Spearman is unable to break the grip of Your right upper arm on The Serpent Woman Spearman's neck!
The Serpent Woman Spearman stands up.
You pinch The Serpent Woman Spearman's teeth with Your left hand!
You throw The Serpent Woman Spearman by the teeth with Your left hand!
The Serpent Woman Spearman slams into an obstacle!
The Serpent Woman Spearman misses You!
The Serpent Woman Spearman stands up.
You release the grip of Your left hand on The Serpent Woman Spearman's teeth.
You grab The Serpent Woman Spearman by the throat with your left hand!
The Serpent Woman Spearman collapses and falls to the ground from over-exertion.
The Serpent Woman Spearman misses You!
You place a chokehold on The Serpent Woman Spearman's throat with Your left hand!
You strangle The Serpent Woman Spearman's throat!
The Serpent Woman Spearman passes out.

I'm then charged by a goblin vampire, and quickly render it incapable of seriously harming me.

The Goblin Bowman vampire attacks You but You jump away!
The Goblin Bowman vampire jumps away from The spinning copper spear!
You attack The Goblin Bowman vampire but She jumps away!
You catch The Goblin Bowman vampire's right hand with Your left hand!
You lock The Goblin Bowman vampire's right wrist with Your left hand!
The Goblin Bowman vampire punches You in the left upper arm with her right hand, bruising the fat through the +bronze mail shirt+!
You bend The Goblin Bowman vampire's right hand with Your left hand and the right wrist collapses!
A ligament in the right wrist has been torn and a tendon has been torn!
You release the joint lock of Your left hand on The Goblin Bowman vampire's right hand.
You pinch The Goblin Bowman vampire's right hand with Your left hand, tearing apart the skin!
The Goblin Bowman vampire punches You in the left lower leg with her left hand, bruising the muscle through the +bronze greaves+!
You throw The Goblin Bowman vampire by the right hand with Your left hand!
The Goblin Bowman vampire's upper body skids along the ground, bruising the skin and bruising the liver!
Serpent Woman Spearmaster: I mussst withdraw!
The Goblin Bowman vampire slams into an obstacle!
The Goblin Bowman vampire stands up.

Even while injured she poses a threat!

The Goblin Bowman vampire misses You!
You miss The Goblin Bowman vampire!
The Goblin Bowman vampire punches You in the upper body with her left hand, bruising the fat through the +bronze mail shirt+!
The Goblin Bowman vampire attacks You but You jump away!
You attack The Goblin Bowman vampire but She jumps away!
You attack The Goblin Bowman vampire but She jumps away!
The Goblin Bowman vampire attacks You but You jump away!
The Goblin Bowman vampire misses You!
You attack The Goblin Bowman vampire but She jumps away!
The Goblin Bowman vampire punches You in the right foot with her left hand, bruising the skin through the +bronze low boot+!
You attack The Goblin Bowman vampire but She jumps away!
The Goblin Bowman vampire attacks You but You jump away!
The Goblin Bowman vampire attacks You but You jump away!
The Goblin Bowman vampire attacks You but You jump away!
The Goblin Bowman vampire attacks You but You jump away!
The Goblin Bowman vampire attacks You but You jump away!

I have broken both wrists, and she still opposes me!

You attack The Goblin Bowman vampire but She jumps away!
You grab The Goblin Bowman vampire by the neck with your right hand!
The Goblin Bowman vampire punches You in the left upper arm with her left hand, bruising the muscle through the +bronze mail shirt+!
You catch The Goblin Bowman vampire's left hand with Your left hand!
You lock The Goblin Bowman vampire's left wrist with Your left hand!
The Goblin Bowman vampire punches You in the head with her left hand, but the attack is deflected by Your +<<copper helm>>+!
You bend The Goblin Bowman vampire's left hand with Your left hand and the left wrist collapses!
A ligament in the left wrist has been torn and a tendon has been torn!
You release the joint lock of Your left hand on The Goblin Bowman vampire's left hand.
You take The Goblin Bowman vampire down by the left hand with Your left hand!

Now a serpent woman joins the fray!

You throw The Goblin Bowman vampire by the neck with Your right hand!
The Goblin Bowman vampire's left upper leg skids along the ground,
bruising the muscle!
The Goblin Bowman vampire slams into an obstacle!
The Goblin Bowman vampire stands up.
The Goblin Bowman vampire attacks You but You jump away!
You grab The Goblin Bowman vampire by the left foot with your right hand!
The Goblin Bowman vampire's attack is interrupted!
You lock The Goblin Bowman vampire's left ankle with Your right hand!
The Serpent Woman Spearmaster bites The Goblin Bowman vampire in the
right lower leg from behind, tearing the muscle!
Serpent man venom is injected into the The Goblin Bowman vampire's goblin
blood!
The Serpent Woman Spearmaster latches on firmly!

They seem to ignore the fact that I'm breaking the goblin's ankles.

You bend The Goblin Bowman vampire's left foot with Your right hand and
the left ankle collapses!
A ligament in the left ankle has been torn and a tendon has been torn!
The Goblin Bowman vampire falls over.
The Goblin Bowman vampire bites The Serpent Woman Spearmaster in the
right lower arm!
A tendon has been torn!
The Goblin Bowman vampire latches on firmly!
You lock The Goblin Bowman vampire's right ankle with Your left hand!
The Serpent Woman Spearmaster struggles in vain against the grip of The
Goblin Bowman vampire's upper front teeth on The Serpent Woman
Spearmaster's right lower arm.
You bend The Goblin Bowman vampire's right foot with Your left hand and
the right ankle collapses!
A ligament in the right ankle has been torn and a tendon has been torn!
The Goblin Bowman vampire shakes The Serpent Woman Spearmaster around by
the right lower arm, tearing apart the right lower arm's muscle and
bruising the bone!
An artery in the right lower arm has been opened by the attack, many
nerves have been severed, a ligament has been torn and a tendon has been
torn!
The Serpent Woman Spearmaster collapses and falls to the ground from
over-exertion.

I am bruised all over, and this unholy monster does not succumb to the lack of oxygen! So I have blinded it, so that even if it survives this encounter, it will wish to be dead.

The Goblin Bowman vampire scratches You in the right lower leg, bruising
the muscle through the +bronze greaves+!
You strangle The Goblin Bowman vampire's throat!
You strangle The Goblin Bowman vampire's throat!
The Goblin Bowman vampire breaks the grip of The Serpent Woman
Spearmaster's teeth on The Goblin Bowman vampire's right hand.
You strangle The Goblin Bowman vampire's throat!
The Serpent Woman Spearmaster bites The Goblin Bowman vampire in the left
foot from behind, tearing the muscle!
Serpent man venom is injected into the The Goblin Bowman vampire's goblin
blood!
The Serpent Woman Spearmaster latches on firmly!
You grab The Goblin Bowman vampire by the head with your left hand!
The Goblin Bowman vampire scratches You in the left hand, but the attack
is deflected by Your +copper left gauntlet+!
You gouge The Goblin Bowman vampire's left eye with Your left hand and
the part splits in gore!
You gouge The Goblin Bowman vampire's right eye with Your left hand and
the part splits in gore!
The Goblin Bowman vampire breaks the grip of The Serpent Woman
Spearmaster's teeth on The Goblin Bowman vampire's left foot.

You shake The Goblin Bowman vampire around by the throat, tearing apart
the throat!
A major artery in the throat has been opened by the attack!
The Goblin Bowman vampire breaks the grip of The Serpent Woman
Spearmaster's teeth on The Goblin Bowman vampire's lower body.
You shake The Goblin Bowman vampire around by the throat, tearing apart
the throat!
A major artery in the throat has been opened by the attack!
The Goblin Bowman vampire shakes The Serpent Woman Spearmaster around by
the left hand, tearing apart the left hand's muscle and bruising the
bone!
An artery in the left hand has been opened by the attack, many nerves
have been severed, a ligament has been torn and a tendon has been torn!
You shake The Goblin Bowman vampire around by the throat, tearing apart
the throat!
A major artery in the throat has been opened by the attack!
The Goblin Bowman vampire misses You!
You shake The Goblin Bowman vampire around by the throat, tearing apart
the throat!
A major artery in the throat has been opened by the attack!
The Serpent Woman Spearmaster lashes The Goblin Bowman vampire in the
left hand with her tail, bruising the muscle!

The Goblin Bowman vampire misses You!
You punch The Goblin Bowman vampire in the head with your right hand,
bruising the muscle!
The Goblin Bowman vampire misses You!
You punch The Goblin Bowman vampire in the head with your right hand,
bruising the muscle!
The Goblin Bowman vampire misses You!
You punch The Goblin Bowman vampire in the head with your right hand,
bruising the muscle!
The Goblin Bowman vampire misses You!
You punch The Goblin Bowman vampire in the head with your right hand,
bruising the muscle!
The Goblin Bowman vampire misses You!
You punch The Goblin Bowman vampire in the head with your right hand,
bruising the muscle!
The Goblin Bowman vampire misses You!
You punch The Goblin Bowman vampire in the head with your right hand,
bruising the muscle!
The Goblin Bowman vampire misses You!
You punch The Goblin Bowman vampire in the head with your right hand,
bruising the muscle!
Goblin Bowman vampire has bled to death.

Finally, after tearing all of its facial features, gouging its eyes, biting, and strangling its throat, and punching it in the face repeatedly, it has finally died. Now its time to put this snake woman out of her misery.

Goblin Bowman vampire has bled to death.
The Serpent Woman Spearmaster regains consciousness.
Serpent Woman Spearmaster: I musst withdraw!
You grab The Serpent Woman Spearmaster by the throat from the side with
your right hand!
You place a chokehold on The Serpent Woman Spearmaster's throat with Your
right hand!
The Serpent Woman Spearmaster misses You!
You strangle The Serpent Woman Spearmaster's throat!
The Serpent Woman Spearmaster passes out.
You strangle The Serpent Woman Spearmaster's throat!
You strangle The Serpent Woman Spearmaster's throat!
Serpent Woman Spearmaster has suffocated.

The other beasts and vampires seem to have fled the scene. I shall head towards the nearest hamlet and rest. These bruises are beginning to ache.



(My travel path was almost completely blocked off by an abundance of lairs. Real-estate must be nice here.)

You have discovered a lair.
You have discovered a lair.
You have discovered a lair.
You have discovered a lair.
You have discovered a lair.
You have discovered a lair.
You have discovered a lair.
You have discovered a lair.
You have discovered a lair.
You have discovered a lair.
You have discovered a lair.
You have discovered a lair.
You cannot travel through the lair.
You cannot travel through the lair.
You cannot travel through the lair.
You cannot travel through the lair.
You cannot travel through the lair.

(Seriously

The Peasant stabs The boss in the left lower leg from behind with his silver carving knife, tearing the muscle and bruising the bone!
A ligament has been torn and a tendon has been torn!
The boss falls over.

What have I just walked in on??

boss: There's fighting! That's alarming!
The Peasant stabs The boss in the right lower arm from behind with his copper boning knife, fracturing the bone!
Many nerves have been severed, a ligament has been torn and a tendon has been torn!
chieftess: A battle! That's alarming!
boss: I must withdraw!
The Peasant attacks The boss but He scrambles away!
The chieftess stabs The Peasant in the head with her «tower-cap spear» and the injured part is cloven asunder!
An artery has been opened by the attack!
Peasant has been struck down.
chieftess: I cannot jussst ssstand by. I will have my revenge.

WHAT IS HAPPENING HERE?



Blood stains the battlements of the wall, while wooden armaments accompany corpses that lay motionless on the floor. Something big must be going down.

And a warlord is headed my way.

FPS: 100 (49) ōră Mûrabur

An animal person with the head of the amphibious olm. It lives underground near water.
Her left upper leg is bruised. Her upper body is cut open.
She is gigantic with incredible muscles. Her skin is white. Her eyes are black.

Oh, he just ran past me. This is getting weirder and weirder by the second, hopefully I can find a living human to find out what the heck is going on here.



There seems to be a group of peasants fighting against animal men. I must go to their aid!

Right as I arrive, a cave fish woman joins the fray against the peasants and the serpent woman! They both seem to be chieftesses of individual tribes. This might explain the amount of lairs outside. They must have been forward camps for a siege upon the capitol city!

While battling the serpent woman, whom refuses to die, even to asphyxiation, she broke free from my grasp and ran. As I chased her around the battlements, I saw limbs, injured peasants, and corpses lining the path. When I caught up, and grabbed her by the tail, a reptile woman chieftess showed up to beat on the serpent woman as well. This one is missing her right foot, and has a deformed skull!



Pictured above: A fish woman chieftess and an olm man warlord watching me strangle and stab a serpent man ringleader to death.

Hours pass, more and more animal men and peasants are slain along the wall. I've learned that all of these animal men are also vampires! They lead only themselves, and the multitude of serpent men, reptile men, fish men, olm men, amphibian men, etc. are all trying to kill each other when there isn't a peasant in sight to feed on. I fear what may linger in the sewers, because SOMETHING must have caused this to happen!

As I enter the castle, which was my first intent before I witnessed all the blood and death around me, I notice that the courtyard is too... clean. Except for the stray blowdart here and there, there is nothing that litters the land, unlike the entire city around it. The law giver is even a snake man! From the rest being vampires, I can only assume that this one is too.

```
You: Greetings. My name is Luto Shipwines the Contained Connection of Ramparts.
law-giver (to exalted sack): It isss terrifying.
exalted sack (to law-giver): It is terrifying.
Baspu Starsokröx, law-giver: Hello, human. I am Basssspu
Busstssstrength.
You: Whosoever would blight the world, preying on the helpless, fear me! I call you a child of the night and will slay you where you stand.
Baspu Starsokröx, law-giver (to exalted sack): A great beasst threatenss to bring ruin upon our people. Jewelgorge the Copper Controllerss isss in The Ssplattered Hillssss. Sseek thissss place if you hunt Libassh Flagjudged the Dutiful Sssiege the bronze colosssssssusss. Thisss vile fiend murdered Gulo Prissssonsshock!
exalted sack (to Baspu Starsokröx, law-giver): It is terrifying.
Baspu Starsokröx, Serpent Woman Bone Carver vampire: Fool! I've defeated many fearsssome opponentss!
```

(I just noticed how fitting it is that I got the title "Contained Connection of Ramparts" when all of the fighting of animal men vampires in the city took place on the walls.)



It seems that all of the positions of power are ruled by vampires, except for the one lady in the room.

I attacked one of the vampires, and the room surrounded me, attempting to beat me down! I narrowly escaped, but even the lady and other non-vampires were attacking me!

On the walls, fleeing from a group of angry noble vampires, I encounter a peasant wearing an abundance of bone jewelery, of which I can only assume to be human bone. HOW MANY VAMPIRES ARE THERE IN THIS CITY!?

Thankfully, a non-vampire citizen aids me in my fight against the vampiric one.

The citizen that helped me got a knife to his ribs for his troubles, and lays unconscious, but breathing. I killed the peasant vampire that attacked me, only to be greeted by the exalted sack, the first vampire lord I accused.

After a long struggle, we both lay on the wall. Battered, bruised, broken, and bleeding. There were only two differences between the exalted sack and I. I wasn't a vampire. And I wasn't dead.

The exalted sack vampire latches on firmly! FPS: 100 (50)
You slash The exalted sack vampire in the left hand with your iron boning knife, tearing apart the muscle through the rope reed fiber left mitten!
An artery has been opened by the attack!
Human Pump Operator vampire (to Peasant): The world is safer for travelers when night creatures no longer stalk the darkness. The creature is Móriwa Glowblight the reptile man. Body corrupted beyond reckoning, he assumes a beastly form to terrorize us. Beware! It it said that only bronze harms the creature. Other arms may not cut so deeply.
You break the grip of The exalted sack vampire's upper front teeth on Your upper body.
The exalted sack vampire scratches You in the left upper arm, bruising the muscle through the +bronze mail shirt+!
You stab The exalted sack vampire in the left upper arm with your iron boning knife, bruising the muscle through the rope reed fiber cloak!
Peasant (to Carpenter): Our people have been tormented by a fearsome foe. The Dominant Vigor is in The Splattered Hills. Seek this place if you hunt Lima Stancecall the Mighty Syrups the giant. This vile fiend has killed thirteen in his lust for murder!
The exalted sack vampire scratches You in the left foot, bruising the muscle through the +bronze low boot+!
Human Butcher vampire has bled to death.



Pictured above is a peasant corpse, an exalted sack corpse, an unconcious carpenter, and me, prone.

FPS: 100 (49) Luto Ariltista Putigeb Birdest
A medium-sized creature prone to great ambition.
His right hand is cut open. His right hand is bruised. His left cheek is cut open. His left cheek is bruised. His head is cut open. His head is bruised. His left lower leg is broken. His left lower leg is bruised. His right upper arm is bruised. His upper lip is mangled beyond recognition. His left lower arm is bruised. His upper body is bruised. His lower body is bruised. His right lower arm is bruised. His guts is mangled beyond recognition. His left hand is bruised. His spleen is mangled beyond recognition. His left upper arm is bruised. His lower lip is mangled beyond recognition. His left foot is bruised. His right upper leg is bruised. His right lower leg is bruised. His pancreas is bruised. His neck is bruised. His skull is fractured.
His hair is extremely long. He is incredibly muscular. His raw umber eyes are sunken. He has a square chin. His flattened ears have nearly fused lobes. His head is extremely tall. His nose is broad. His ears are somewhat short. His somewhat high eyebrows are short. His hair is ochre. His skin is burnt unber. His lower left back teeth is gone.

The injuries were grievous indeed.

And that concludes chapter one of this hero, who set out to carry out his god's will, only to be shanked repeatedly by a group of angry vampires.

Will he escape the city into the wild? Will he survive the onslaught of vampires on a broken leg? Will the secrets of life and death finally be discovered? Find out in the next installment of the adventures of Luto Shipwines the monk!

Title: **Re: The Museum II; new adventure succession world**
Post by: **TheFlame52** on **May 28, 2015, 02:40:09 pm**

vamps out the wazoo

Title: **Re: The Museum II; new adventure succession world**
Post by: **Eric Blank** on **May 28, 2015, 02:52:01 pm**

They're breeding. Like animal men.

Did you save any blood?

Title: **Re: The Museum II; new adventure succession world**
Post by: **tonnot98** on **May 28, 2015, 03:08:37 pm**

Quote from: Eric Blank on May 28, 2015, 02:52:01 pm

They're breeding. Like animal men.
Did you save any blood?

I've been dripping in it for hours, it's seeped into my wounds, and I've bit the throats of about 4 different vamps. I'm choc full of it at this point, if the curse hasn't transferred over, I'd be pleasantly surprised.

But then again, just take a quick look at the last image. That damned exalted sack screwed up my face. I don't think I'd just allow others to become vamps on a whim.

Title: **Re: The Museum II; new adventure succession world**
Post by: **MrLupenTails** on **May 28, 2015, 04:00:49 pm**

Quote from: tonnot98 on May 28, 2015, 03:08:37 pm

That damned exalted sack screwed up my face.

(◡ ◡) I am enjoying your story so far though, very interesting.

Title: **Re: The Museum II; new adventure succession world**
Post by: **tonnot98** on **May 28, 2015, 04:28:23 pm**

I have started far in the north, the hamlet is a day or two above Dragonhearth, and that is about 2 week's travel away from the museum.

This'll be a LOT of writing. And death, a lot of death.

Title: **Re: The Museum II; new adventure succession world**
Post by: **Unraveller** on **May 28, 2015, 05:20:17 pm**

Excellent journey thus far, maybe your wrestling skills will eventually impress Thomod! On a side note, the state of the world seems really grim. Undead roaming everywhere, crazed animal men. A legendary Elephant that has destroyed hoards of goblins and elves.

Title: **Re: The Museum II; new adventure succession world**
Post by: **Timeless Bob** on **May 28, 2015, 06:18:06 pm**

Quote from: Unraveller on May 28, 2015, 05:20:17 pm
Excellent journey thus far, maybe your wrestling skills will eventually impress Thomod! On a side note, the state of the world seems really grim. Undead roaming everywhere, crazed animal men. A legendary Elephant that has destroyed hoards of goblins and elves.

That Elephant may become the Savior of the Living - a symbol of the triumph of Life over Death.

Spoiler (click to show/hide)



Title: **Re: The Museum II; new adventure succession world**
Post by: **tonnot98** on **May 28, 2015, 08:14:52 pm**

My game has crashed as soon as I have entered Dragonhearth, without an error message. It simply stopped responding. The only odd thing I noticed is a large amount of traveling entities on the fast-travel map around it. I will get to it and save before entering the site area, to see if the problem persists, but I'll do that tomorrow.

Title: **Re: The Museum II; new adventure succession world**
Post by: **tonnot98** on **May 29, 2015, 05:49:49 pm**

As I lay here, broken, hunted down by vile beasts, I think to myself.

"Why?"

Luto Ariltista Putigeb Rirdest, "Luto Shipwines the Contained Connection of Ramparts", human		
Competent Knife User	Enraged at all enemies!	upper body
Dabbling Spearman	On the Ground	lower body
Dabbling Shield User	17/500	neck
Proficient Armor User	750/1000	head
Dabbling Thrower	270/500	right upper arm
Dabbling Ambusher	206/500	left upper arm
Novice Swimmer	0/600	right lower arm
Expert Tracker	68/1300	left lower arm
Adept Observer	1186/1200	right hand
Novice Reader	0/600	left hand
Accomplished Fighter	1490/1500	right upper leg
Dabbling Archer	270/500	left upper leg
Adept Wrestler	1199/1200	right lower leg
Dabbling Biter	115/500	left lower leg
Novice Striker	26/600	right foot
Dabbling Kicker	58/500	left foot
Competent Dodger	437/800	guts
Novice Climber	0/600	pancreas
		spleen
		skull

I already know the answer. Unnatural beings stalk and curse the world, and must be exterminated. I have killed a large number of vampires only today, because I chose to fight. About 50 or so peasants died to a group of ten beastman vampires. If I make it out of here alive, I will fulfill my destiny, and then return to save the peasants from their doom.

But first, I must escape.

[Spoiler](#) (click to show/hide)

That wasn't very difficult at all. I just crawled down a flight of stairs that didn't lead towards the castle, and I was able to stroll down the streets of the abandoned city.

As I exit the outskirts of the city and step foot into the wild once more, I feel invigorated. I no longer bleed, I no longer ache, and my limbs don't feel broken anymore.

I'm going to see what all of those lairs were about.

Lair 1: A pair of sheep wool gloves

Lair 2: Nothing

Lair 3: A few articles of clothing, two skeletons, a severed limb, and a serpentwoman egg. I will be taking the egg.

Lair 4: Nothing

Lair 5: Nothing

Lair 6: A wandering falcon and a pair of reptile woman eggs. Also taking those.

Lair 7: Nothing

Lair 8: Nothing

Lair 9: A gathering of rats

Night has fallen, and I shall sleep in the eighth lair I've found, for protection against creatures of the night.

Morning has risen, without trouble. I oddly don't feel like eating breakfast. I shall travel to the nearest southern site.

Ambush!

A bunch of naked goblins are charging at a reptile woman. I can only assume that they are vampires by the way they bear their teeth. Time to dish out JUSTICE!

Goblin Hammerman vampire has bled to death.

They break and flee before me! Could word of my actions upon the wall have carried so quickly? I have caught one of the goblin vampires by the leg, tripping it.

Now, time to hunt the others.

You stab The Reptile Woman Blowgunner vampire in the lower body from behind with your iron boning knife, tearing the muscle and tearing the guts!
You scratch The Reptile Woman Blowgunner vampire in the right lower leg from behind, tearing the muscle!
The Reptile Woman Blowgunner vampire falls over.
You kick The Reptile Woman Blowgunner vampire in the left upper leg from behind with your right foot, fracturing the bone!
You stab The Reptile Woman Blowgunner vampire in the head from behind with your iron boning knife, tearing the muscle, chipping the skull and bruising the brain!
A tendon in the skull has been torn!
Reptile Woman Blowgunner vampire has been struck down.

She was the only one that couldn't run fast enough to lose me. Time to continue on my way.

I have come upon the hamelt of Dawncamps. In there, I am told about a bronze collosus that has been wreaking havoc across the land. Iron may beat bronze, but a simple knife can't do much. I shall seek information about it's whereabouts, but I won't be able to go after it in my state of equipment.

I have entered the meadhall of the hamlet. Thankfully the lady and her guard aren't adorned by bone trinkets. The lady has given me a list of locations where I could find great beasts, titans, dragons, and even a roc! I will have much to do on my return trip, I can hardly wait to find the secrets!

Within the keep, two people, a bowman and a lasher, have agreed to join me on my adventure! Hopefully it will be easier to deal with vampires with friends around to help.

I was able to upgrade some of my armor pieces to iron, rather than copper or bronze, so that it may reflect attacks better. I feel much more ready to take on the world!

Thirsty

I feel... a bit thirsty. I... I can't help but salivate when I look at my companions. The only thing on my mind also stains my clothes. I crave blood, and the irony taste that it has. I want blood! I-I-I I've turned into one of them! One of the vampires! No, this will only help, I am stronger, faster, smarter, and this will aid me against the other creatures of night! I shall only allow myself to die once they are all sharing my grave!

I have found an iron whip in the keep, as well. I hope to have it replace this tiny knife.

You feel uneasy.

Goblins! They have ambushed me as I travel through another hamlet! Wait, they don't have their weapons drawn. They speak of being on an important mission, too.

You: Greetings. My name is Luto Shipwines the Contained Connection of Ramparts.
B&#x Ostospmato, Goblin Hammer Lord: Hello, human. I am B&#x Rooterwraiths.
You: How's life here?
B&#x Ostospmato, Goblin Hammer Lord: Well, let's see... we've got the fighting.
You: Tell me about the fighting.
Goblin Bowman <to Buslon Iledipug, Bowman>: You must yield!
B&#x Ostospmato, Goblin Hammer Lord: A few minutes ago a kea attacked Luto Shipwines the Contained Connection of Ramparts.
Buslon Iledipug, Bowman <to Goblin Bowman>: You first, coward?
You: Why are you traveling?
Goblin Bowman <to Buslon Iledipug, Bowman>: You must yield!
B&#x Ostospmato, Goblin Hammer Lord: I'm on an important mission.

Tensions are a bit high, but I shall ignore them for now. It's not likely that 7 goblins will make much of an impact on their population, anyway.

The Goblin Crossbowman straps the iron crossbow to his Upper body.
The Goblin Hammer Lord straps the «*silver maul*» to her Upper body.
The Bowman straps the iron bow to his Upper body.
The Goblin Lasher straps the copper whip to his Upper body.
The Lasher straps the silver whip to her Upper body.
The Lasher straps the bronze shield to her Upper body.
The Lasher misses The Goblin Hammer Lord!
The Goblin Bowman punches The Lasher in the lower body from behind with her right hand, bruising the muscle and bruising the guts through the rope reed fiber cloak!
The Goblin Lasher attacks The Lasher but She jumps away!
The Goblin Bowman kicks The Lasher in the head from the side with her left foot, bruising the muscle through the rope reed fiber hood!
The Lasher attacks The Goblin Bowman but She jumps away!
The Goblin Bowman punches The Lasher in the left lower leg from the side with her right hand, bruising the muscle through the llama wool robe!

Fighting! That's alarming! I knew I couldn't trust these green bastards! They seem to be pummeling my lasher non-violently, I'll show them a little rough and tumble!

The Goblin Bowman scratches The Lasher in the thumb, right hand, shattering the nail through the sheep wool right mitten!
The Bowman draws the iron bow with his Right hand.
The Lasher draws the silver whip with her Left hand.
The Lasher draws the bronze shield with her Right hand.
The Goblin Bowman draws the copper bow with her Right hand.
The Goblin Lasher draws the copper whip with his Right hand.
The Goblin Bowman draws the copper bow with her Left hand.
The Goblin Crossbowman draws the iron crossbow with his Right hand.
The Goblin Hammer Lord draws the «*silver maul*» with her Right hand.
The Goblin Hammer Lord draws the «*silver maul*» with his Left hand.
The Lasher blocks The flying silver arrow with the bronze shield!
The flying silver bolt strikes You in the left lower leg, bruising the muscle through the «*iron chain leggings*»!
The flying silver arrow strikes You in the right lower leg, bruising the muscle through the «*iron chain leggings*»!
The flying iron arrow strikes The Goblin Lasher in the upper body, tearing the skin and bruising the muscle and bruising the liver through the small giant cave spider silk cloak!
You bend The Goblin Crossbowman's right hand with Your right hand and the right wrist collapses!
A ligament in the right wrist has been torn and a tendon has been torn!
The Goblin Crossbowman gives in to pain.

As soon as I broke a wrist, they all drew and charged! The real fight begins now!

Right after killing two bow goblins, the rest broke and fled. With my newfound agility, I had no problem catching up to them and finishing them off. Beings that can feel pain are too easy to kill.

Goblin Hammer Lord: Death... This is truly horrifying.
Bâx Ostospmato, Goblin Hammer Lord: I must withdraw!
You stab The Goblin Hammer Lord in the upper body from behind with your iron boning knife, bruising the muscle, chipping the left true ribs and bruising the left lung through the «*small cave spider silk cloak*»!
The Goblin Hammer Lord is having trouble breathing!
The Goblin Hammer Lord gives in to pain.
The Goblin Hammer Lord falls over.
The Lasher lashes The Goblin Hammer Lord in the right upper arm from behind with her silver whip, jamming the bone through the right shoulder's muscle and chipping the right shoulder's bone!
You slash The Goblin Hammer Lord in the head from behind with your iron boning knife, tearing apart the muscle and fracturing the skull through the «*small elk bird leather hood*»!
An artery has been opened by the attack!
A tendon in the skull has been torn!
The Lasher lashes The Goblin Hammer Lord in the head from behind with her silver whip, bruising the muscle, jamming the skull through the brain and tearing the brain!
Bâx Ostospmato, Goblin Hammer Lord has been struck down.
Lershi Othlamofol, Lasher: Death... This cannot horrify me.
Goblin Hammer Lord: I must withdraw!

You strike at The Goblin Hammer Lord but the shot is deflected by the «*silver maul*»!
You grab The Goblin Hammer Lord by the «*silver maul*» from behind with your left hand!
You maintain possession of the «*silver maul*».
You grab The Goblin Hammer Lord by the throat from the side with your left lower arm!
You miss The Goblin Hammer Lord!
The Goblin Hammer Lord punches You in the right upper arm with her left hand, bruising the skin through the «*bronze mail shirt*»!
You place a chokehold on The Goblin Hammer Lord's throat with Your left lower arm!
The Goblin Hammer Lord is unable to break the grip of Your left lower arm on The Goblin Hammer Lord's throat!
You strangle The Goblin Hammer Lord's throat!
The Goblin Hammer Lord passes out.
You bash The Goblin Hammer Lord in the head with your «*silver maul*», bruising the muscle and fracturing the skull through the small cave spider silk hood!
You bash The Goblin Hammer Lord in the head with your «*silver maul*» and the injured part is crushed!
An artery has been opened by the attack!
Goblin Hammer Lord has been struck down.

Sadly, it seems that my companions have fled after the fight was over.

After a long trek through The Innocent Desert, after just two vampire ambushes, I have found a dwarven fortress named "Dragonhearth". I shall explore it to see what I find inside.

On the outside, I've found a few dog skeletons, and an entrance to a lair filled with clothing, more dog skeletons, and a bit of money. I'll take a gold coin to remember the journey here.

Onon Dena Baspu Starsokrûx gold coin

This is a Onon Dena Baspu Starsokrûx gold coin.
This is the gold currency of Onon Dena under Baspu Starsokrûx. On the front of the coin is a well-designed image of Asrer Munchedgorge the reptile man and humans. Asrer Munchedgorge is surrounded by the humans. The artwork relates to the ascension of the reptile man vampire Asrer Munchedgorge to the position of law-giver of The Realms of Touching in the early summer of 718. On the coin's back is a masterfully designed image of Baspu Buststrength the serpent woman and humans. Baspu Buststrength is surrounded by the humans. The artwork relates to the ascension of the serpent woman vampire Baspu Buststrength to the position of law-giver of The Realms of Touching in the early winter of 939.

Huh. So they knew about the beastmen rulers, and possibly about their vampirism. I'm going to burn that place to the ground without survivors when I get back there.

I've found a particularly long stairway shaft. This could possibly be the entrance to the fortress itself. Nope. Just a dead-end. Okay, now I'm seeing some more clothing and even dwarven skeletons littered around the area. What the heck went down here?

I've found a campsite with a few sleeping dwarves inside. I'm a bit worried now.



Almost immediately after entering the fortress proper, I found a mitten. I am just absolutely smitten by this mitten.

FPS: 100 <49>

Shethbêth Kirar, "The Twinkle of Rights", a smll hlky fr imp lthr rght mttn

This is a small bulky fire imp leather right mitten. All craftadwarfship is of the highest quality. It is decorated with fire imp leather and encircled with bands of octagon cut red spinels. This object menaces with spikes of diorite and iron. On the item is an image of Wintererowds the diorite ring in goose leather.

This mitten that has smitten me must be magical! As soon as I dropped it, it teleported back to the leatherworking station it was in! I'll make sure to keep it close by.

FPS: 100 <50>

Asmel Lôrarzes

A short, sturdy creature fond of drink and industry.

A moaning spirit returned from the dead. It will generally trouble one unfortunate at a time. This spirit has not been properly memorialized or buried.

A GHOST! AH! Its... Its complaining about being dead. This is spooking me the fuck out. Hopefully there will be some better loot within.



Pictured above: Me standing next to a GODDAMN DRAGON.

There's a dragon here. There's a dragon here. I HAVE NO SHIELD AND THERE'S A DRAGON HERE. It seems like the dwarves have tamed it, but in the state of disrepair this fortress is in, I'd like not to take any chances.

That, was sadly the last thing that went through Luto's mind, aside from "WATER." His mind boiled, and that prevented any coherent thought as the rest of his body blistered and melted.



Fifteen Notable Kills

Hibor Wipedworry the serpent woman, b. 876 d. 1070
Ozud Weakwraiths the goblin vampire, d. 1070
Iki Putridoar the Beloved Thorns the serpent woman, b. 656 d. 1070
Slexsmul Bewitchedclapped the serpent man vampire, b. 676 d. 1070
Thel Highearly the Merchants of Savagery the reptile woman vampire, b. 905 d. 1070
Ozsit Eagleauthors the cave fish woman vampire, b. 694 d. 1070
Örä Fragrantspoiled the olm woman vampire, b. 794 d. 1070
Puc Ioneglistered the olm man vampire, b. 695 d. 1070
Adi Hermitclocks the Fenced Abbey of Lords the human vampire, b. 476 d. 1070
Leba Halesoapy the human vampire, b. 589 d. 1070
Amxu Tormentwater the goblin vampire, b. 40 d. 1070
Ecamo Dawnedworked the reptile woman vampire, b. 214 d. 1070
Smunstu Braintick the goblin, b. 788 d. 1070
Aslot Containedmonsters the goblin, b. 820 d. 1070
Bâx Tormentdwelled the goblin, b. 265 d. 1070

Two Other Kills

One tiercel peregrine <ð> in Speakcrevice
One kea <ð> in The Splattered Hills

Pictured above: A futile escape attempt, and Luto's kill list.

RIA.

Rest In Ashes.
This concludes the second, and sadly, final chapter of The Adventures of Luto Shipwines. Hopefully the next adventurer won't be so unlucky.

(As I finish writing this, "Through The Fire and Flames" starts playing. The irony is real.)
http://dff.d.bay12games.com/file.php?id=10895

Title: **Re: The Museum II; new adventure succession world**
Post by: **Unraveller** on **May 29, 2015, 06:22:28 pm**

It was inevitable.

Title: **Re: The Museum II; new adventure succession world**
Post by: **Timeless Bob** on **May 29, 2015, 06:48:00 pm**

So a fortress named "Dragonhearth" actually is the lair of a dragon, and doesn't allude to some magmatic megaproject... Amazing!

Title: **Re: The Museum II; new adventure succession world**
Post by: **tonnot98** on **May 29, 2015, 07:01:13 pm**

Quote from: Timeless Bob on May 29, 2015, 06:48:00 pm

So a fortress named "Dragonhearth" actually is the lair of a dragon, and doesn't allude to some magmatic megaproject... Amazing!

It had a pretty large chamber dedicated to it, too. A large square was a few floors below the surface, and was surrounded by other branching hallways and rooms that likely served other purposes.

The damn fortress was DESIGNED TO HOUSE A HOSTILE DRAGON.

Also, sign me up for another turn. I'm going to wait through those 30 people and redeem myself, dammit.

Title: **Re: The Museum II; new adventure succession world**
Post by: **Unraveller** on **May 29, 2015, 07:43:01 pm**

If only you had strangled it to death, **deja vu**.

Title: **Re: The Museum II; new adventure succession world**
Post by: **tonnot98** on **May 29, 2015, 11:36:54 pm**

Quote from: Unraveller on May 29, 2015, 07:43:01 pm

If only you had strangled it to death, **deja vu**.

It spat fire hotter than my mixtape as soon as I took a step away from it.

Title: **Re: The Museum II; new adventure succession world**
Post by: **Eric Blank** on **May 30, 2015, 02:30:51 am**

I won't spoil the rest for you, but yes, that was a dragons lair I embarked on. I wanted to tame the dragon but ran out of time to get it caged, so I just opened the lair back up. Room was probably actually a stockpile.

Title: **Re: The Museum II; new adventure succession world**
Post by: **MrLupenTails** on **May 30, 2015, 03:21:21 pm**

Quote from: Eric Blank on May 30, 2015, 02:30:51 am

I won't spoil the rest for you, but yes, that was a dragons lair I embarked on. I wanted to tame the dragon but ran out of time to get it caged, so I just opened the lair back up. Room was probably actually a stockpile.

That is simply amazing. I would clap, but I don't want to use my hands. I am afraid I might lose them when it is my turn to go adventuring.

Title: **Re: The Museum II; new adventure succession world**
Post by: **Deus Asmoth** on **May 30, 2015, 05:58:50 pm**

How many vampires are even in this world? Do we just have really irritable gods?

Title: **Re: The Museum II; new adventure succession world**
Post by: **tonnot98** on **May 30, 2015, 06:34:13 pm**

Quote from: Deus Asmoth on May 30, 2015, 05:58:50 pm

How many vampires are even in this world? Do we just have really irritable gods?

I'd suspect something contaminating the water. All of those animal men are the kind to be roaming the sewers, anyway.

Title: **Re: The Museum II; new adventure succession world**
Post by: **Timeless Bob** on **May 30, 2015, 06:37:36 pm**

i would also suspect fewer and fewer over the next few in-game years.

Title: **Re: The Museum II; new adventure succession world**
Post by: **Rendell** on **May 30, 2015, 08:13:43 pm**

This is truly a strange and dangerous world.

Title: **Re: The Museum II; new adventure succession world**
Post by: **tonnot98** on **May 31, 2015, 09:16:52 am**

I'm just waiting for someone to funnel the HFS into the surface world.

Title: **Re: The Museum II; new adventure succession world**
Post by: **Unraveller** on **May 31, 2015, 09:24:37 am**

Then the clown wrestling competition will begin!

Title: **Re: The Museum II; new adventure succession world**
Post by: **0996395** on **May 31, 2015, 05:26:04 pm**

I officially claim my turn right now at about 3:30 PST on Sunday May 31.

...I just need to figure out how to get the save into my game.

EDIT: I figured it out all by my lonesome. Gold star. Time to make a character and read up on the adventurers who have come and gone before me.

Title: **Re: The Museum II; new adventure succession world**
Post by: **Unraveller** on **May 31, 2015, 07:33:53 pm**

Good luck to you, this world has proven dangerous. With only four(?) adventurers bringing prizes back to the grand Museum.

Title: **Re: The Museum II; new adventure succession world**
Post by: **Deus Asmoth** on **June 01, 2015, 03:27:30 am**

It might be an interesting side game to see how many titles we can accumulate for the wagon.

Title: **Re: The Museum II; new adventure succession world**
Post by: **0996395** on **June 01, 2015, 07:05:41 pm**

Starting attributes:
[Spoiler](#) (click to show/hide)

High Strength	upper body
Above Average Agility	lower body
Above Average Toughness	neck
Above Average Endurance	head
Average Recuperation	right upper arm
Average Disease Resistance	left upper arm
Average Analytical Ability	right lower arm
Average Focus	left lower arm
Average Willpower	right hand
Average Creativity	left hand
Average Intuition	right upper leg
Average Patience	left upper leg
Average Memory	right lower leg
Average Linguistic Ability	left lower leg
Average Spatial Sense	right foot
Average Musicality	left foot
Average Kinesthetic Sense	
Average Empathy	
Above Average Social Awareness	

(<http://s856.photobucket.com/user/0996395/media/Starting%20Attributes.png.html>)

Starting skills:
[Spoiler](#) (click to show/hide)

Onec Casastushus, "Onec Charcoaltrammel", human FPS: 100 <49>			
Adequate Swordsman	0/700	upper body	
Adequate Shield User	0/700	lower body	
Adequate Armor User	0/700	neck	
Adequate Swimmer	0/700	head	
Dabbling Tracker	13/500	right upper arm	
Adequate Observer	0/700	left upper arm	
Adequate Reader	0/700	right lower arm	
Adequate Fighter	0/700	left lower arm	
Adequate Dodger	0/700	right hand	
		left hand	
		right upper leg	
		left upper leg	
		right lower leg	
		left lower leg	
		right foot	
		left foot	

(<http://s856.photobucket.com/user/0996395/media/Starting%20Skills.png.html>)

"This world has proven dangerous..." said the shadowy stranger.

I awoke with a jolt.

Sounds like an adventure. I'm always up for that. My name is Onec Charcoaltrammel, and I was never like the other kids. I was always a bit faster, and stronger, even stronger than the boys. Instead of running around playing games I would prefer to practice sword fighting. Instead of listening to the adults' warnings about going near the river, I swam in it freely. Nevertheless, the pressures of regular society began to weigh down on me when I became an adult. I got a job as a fish cleaner (not the most interesting job in the world) and moved in with Thine. This is him:

[Spoiler](#) (click to show/hide)



(<http://s856.photobucket.com/user/0996395/media/Thine.png.html>)

He's a pretty boring guy. He thinks I'm in love with him, but I'm not.

I can't get last night's dream out of my head. I resolve to train and become an adventurer, and leave Stakestar for good.

Title: **Re: The Museum II; new adventure succession world**
Post by: **Unraveller** on **June 01, 2015, 07:12:02 pm**

Was the shadowy figure rippling with muscles maybe? Heh.

Title: **Re: The Museum II; new adventure succession world**
Post by: **0996395** on **June 01, 2015, 07:36:34 pm**

Literally the first thing I found after wandering outside was Lomam's corpse.

[Spoiler](#) (click to show/hide)



He's there, crumpled up, no breath in his lungs. My house and Thine are to the immediate right, three tiles away. Very nice.

I do what any reasonable adventurer would do:

[Spoiler](#) (click to show/hide)



(<http://s856.photobucket.com/user/0996395/media/Butchered%20Lomam.png.html>)

Take his waterskin, food, armor, and weapon, butcher him with his own sword, make a shrine out of his heart and brain (north of me) and carry his skull with me.

Title: **Re: The Museum II; new adventure succession world**
Post by: **tonnot98** on **June 01, 2015, 10:50:52 pm**

This got fucked fast.

Title: **Re: The Museum II; new adventure succession world**
Post by: **Eric Blank** on **June 01, 2015, 11:32:39 pm**

...what exactly is wrong with it? Seems a pretty good start to an adventure to me.

Title: **Re: The Museum II; new adventure succession world**
Post by: **0996395** on **June 02, 2015, 03:42:06 am**

Onec is a special girl.

Title: **Re: The Museum II; new adventure succession world**
Post by: **0996395** on **June 02, 2015, 04:55:38 am**

"I can't believe I'm having a conversation with a talking wagon," said Onec, scratching her head.

"Well you damn best well start believing it, eh?" came the wagon's retort.

"You're telling me that this 'Museum' has artifacts from around the world, and that you want me to contribute to it?"

"Aye, if you're up f'rit. Go and see for yourself."

Onec did just that. The doors gave way easily, no creaking.

Spoiler (click to show/hide)



(<http://s856.photobucket.com/user/0996395/media/Museum.png.html>)

Onec was awestruck, confronted with minotaur horns, minotaur blood, an ornate spear, many skulls, and a mutha freakin' dragon's corpse, trophies of adventurers gone by. Her heart changed in that moment, desiring nothing less than to make the most impressive Museum contribution evar.

EDIT: I dropped off Lomam's skull in the museum as insurance in case I don't make it back. So unless I deliver something better it is my official contribution. Also, I started on the 7th of Timber, 1070, for reference.

Onec spent the next morning in the woods nearby town, training. The last thing she expected to find on her way back was a band of bandits.

[Spoiler](#) (click to show/hide)



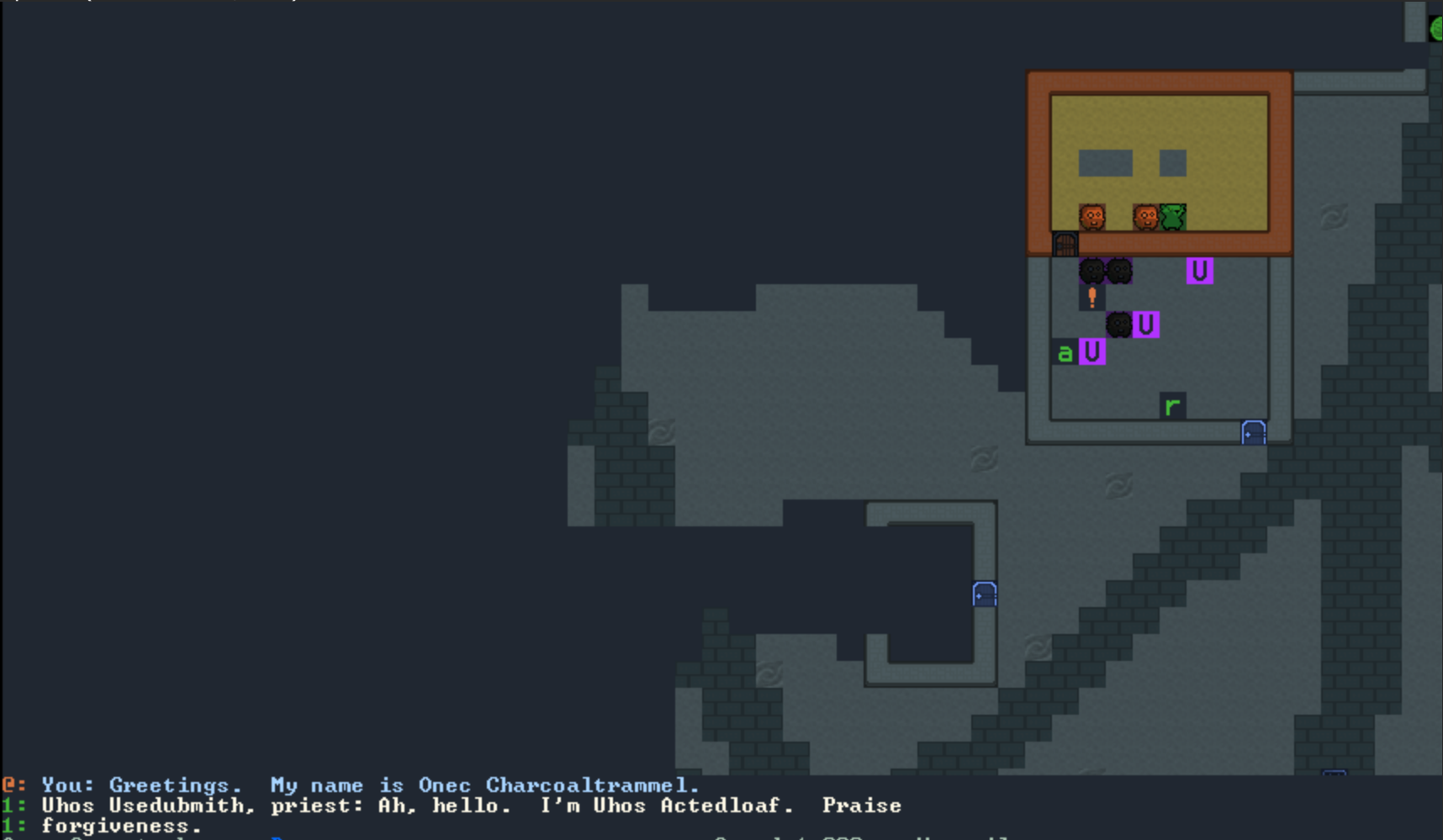
(<http://s856.photobucket.com/user/0996395/media/Encounter1.png.html>)
(Plus a marksdwarf and bowman across the river).

She dispatched everybody with amazing ease, using her newly begotten (read: stolen from a mead hall) silver mace. She felt much, much more powerful than ever before, and courageous enough to venture away from the hamlet she grew up in toward one of the fortresses in the more remote parts of the world. But first, she wanted to visit Crevicglad and see the chaos that she had heard rumored.

But before that, she was going to drop off some more skulls at the museum. See, she had one from an alligator, an ibex, a white stork, a honey badger, a boar, a goblin, and a dwarf. If she couldn't bring back something epic, she at least was going to make a catalogue of (dented) skulls in the museum.

In Crevicglad, Onec saw buildings with dead animal men, and met one badass, crossbow-carrying priest.

[Spoiler](#) (click to show/hide)



(<http://s856.photobucket.com/user/0996395/media/Priest.png.html>)

Randomly, in the street, one of Onec's companions sprinted forward without saying anything.

"What are you doing! Get back here!" Onec yelled, then swore, taking off after him. By the time she caught up, the companion, a pikeman, was laying into a reptile man vampire. The pikeman punched the vampire in the mouth, sending teeth and blood flying everywhere. They were on a rooftop now, and the fight seemed to be very onesided. Thinking quickly, Onec put some of the vampire's blood in one of her empty waterskins. She had heard rumors that vampire blood could convert the drinking into a vampire themselves, and that would be potentially valuable in the future...

Onec came to her senses and sprung to join in on the fight. They had the reptile man cornered on the rooftop, a three story drop below. Onec landed a couple hits, painful, heavy hits, but the reptile man refused to go down.

He must not be able to feel pain, Onec thought, as the desperate vampire jumped off the roof to escape them.

"Hey, not on my watch!" Onec yelled as she grabbed onto the ledge of the roof, attempting pursuit. But she was getting much too ahead of herself. She had never climbed anything in her life. She lost grip and fell all the way down...

[Spoiler](#) (click to show/hide)

You need a free grasp to climb.
You need a free grasp to climb.
You need a free grasp to climb.
You need a free grasp to climb.
You need a free grasp to climb.
You need a free grasp to climb.
You need a free grasp to climb.
You need a free grasp to climb.
You strap the *silver mace* to your Upper body.
You strap the *«+bronze shield+»* to your Upper body.
Reptile Man Blowgunner vampire: I musst withdraw!
You fail to grab the Lime Wood Log Wall!
You fail to grab the Sandy Loam Wall!
You fail to grab the Sandy Loam Wall!
You slam into an obstacle!
Your head takes the full force of the impact, but it is deflected by Your +iron helm+!
Your lower body takes the full force of the impact, but it is deflected by Your +bronze greaves+!
Your right lower leg takes the full force of the impact, but it is deflected by Your »«+iron high boot+»»!
You attack The Reptile Man Blowgunner vampire but He rolls away!

(<http://s856.photobucket.com/user/0996395/media/Fall.png.html>)

Onec figured it wouldn't be the last time her armor saved her. She quickly gathered her senses. She looked around. The vampire and her were in an small, alley, and there was only one exit. She quickly stepped between her enemy and the only way out.

Spoiler (click to show/hide)



(<http://s856.photobucket.com/user/0996395/media/Cornered.png.html>)

She took stock of her opponent and saw that the fall had damaged his arms, head, and one leg. He was reduced to crawling. After a few glancing blows and a few more outright misses, Onec connected.

Spoiler (click to show/hide)



(<http://s856.photobucket.com/user/0996395/media/Done.png.html>)

As the figurative smoke cleared, Onec realized that she had just done her first heroic deed.

"Well, his skull will make a nice addition to the collection at the Museum."

Skills and attributes update:

Spoiler (click to show/hide)

Dabbling Butcher	Drowsy480/500	High Strength	Drowsy
Adequate Swordsman	85/700	High Agility	
Novice Maceman	75/600	High Toughness	
Talented Shield User	82/1100	High Endurance	
Professional Armor User	992/1400	Average Recuperation	
Skilled Ambusher	858/900	Average Disease Resistance	
Skilled Swimmer	47/900	Average Analytical Ability	
Adept Tracker	860/1200	Above Average Focus	
Adept Observer	226/1200	High Willpower	
Adequate Reader	0/700	Average Creativity	
Master Fighter	1007/1700	Above Average Intuition	
Adequate Wrestler	47/700	Average Patience	
Dabbling Striker	88/500	Average Memory	
Dabbling Kicker	13/500	Average Linguistic Ability	
Professional Dodger	65/1400	High Spatial Sense	
Dabbling Misc. Object User	47/500	Average Musicality	
Dabbling Climber	15/500	High Kinesthetic Sense	
		Average Empathy	
		Above Average Social Awareness	

(<http://s856.photobucket.com/user/0996395/media/stats2.png.html>)

EDIT: I'm headed toward bookamazes. It's an extremely slow journey, because of companions, rivers, evil lands, and the fact that DF crashes about half the time when I try to fast travel or sleep.

Title: **Re: The Museum II; new adventure succession world**
Post by: **Timeless Bob** on **June 04, 2015, 03:24:26 pm**

We'll just have to arrange the more grisly exhibits into the "Life Sciences" wing. No worries.

Title: **Re: The Museum II; new adventure succession world**
Post by: **0996395** on **June 05, 2015, 06:19:18 pm**

I hope to make it to bookamazes today.

Title: **Re: The Museum II; new adventure succession world**
Post by: **0996395** on **June 07, 2015, 05:15:04 pm**

Okay, my turn has come to an end. I was doing well but it's Sunday and my deadline is here.

Onec journeyed north. She traveled through an immense swath of evil lands, and through the elven forests, all the way to Bookamazes. [Spoiler](#) (click to show/hide)



(<http://s856.photobucket.com/user/0996395/media/Bookamazes.png.html>)

There wasn't much to it, just a ton of scattered clothes and bolts, along with a mayor and a queen.

Onec gave in to starvation slightly afterward.

Here should be the save: <http://dff.d.bay12games.com/file.php?id=10913>

I'm considering making a roster for this museum like the one Kesperan did for the original museum.

Also, please put me on the turn list once more.

Title: **Re: The Museum II; new adventure succession world**
Post by: **Eric Blank** on **June 07, 2015, 06:48:49 pm**

Gave in to starvation!?! Oh come on, we could have waited another couple hours to let you retire! Such a lame way to go. Should have at least fed her to wolves or something.

Title: **Re: The Museum II; new adventure succession world**
Post by: **0996395** on **June 08, 2015, 01:04:37 am**

It took at least five hours of real life time to travel to Bookamazes, which was a bit of a let down, and I didn't want to spend another five hours getting back there to retire... I had to head out right after I posted which left no time for a more awesome death.

Title: **Re: The Museum II; new adventure succession world**
Post by: **Timeless Bob** on **June 08, 2015, 02:33:34 am**

The moral to this story: If you finally reach Bookamazes, retire there.

Title: **Re: The Museum II; new adventure succession world**
Post by: **Unraveller** on **June 08, 2015, 09:00:06 am**

At least you added more skulls to the Museum as insurance?

Title: **Re: The Museum II; new adventure succession world**
Post by: **Eric Blank** on **June 08, 2015, 01:38:39 pm**

Imagine how bad skull insurance commercials could be.

Title: **Re: The Museum II; new adventure succession world**
Post by: **0996395** on **June 08, 2015, 05:57:07 pm**

I did reach bookamazes, Bob. And there was no option to retire there, because according to the legends, it had been taken over by a goblin faction led by a human previously and it was nearly abandoned.

I added the skulls of several species, a good start to a full collection.

Title: **Re: The Museum II; new adventure succession world**
Post by: **Unraveller** on **June 08, 2015, 06:40:39 pm**

When the dragon corpse decomposes, I suppose I've added a dragon skull as well.

Title: **Re: The Museum II; new adventure succession world**
Post by: **tonnot98** on **June 08, 2015, 09:43:54 pm**

It could be like bob's natural history museum, but with just the skulls!

pine needle skulls

Title: **Re: The Museum II; new adventure succession world**
Post by: **Timeless Bob** on **June 09, 2015, 01:23:44 am**

Quote from: 0996395 on June 08, 2015, 05:57:07 pm
I did reach bookamazes, Bob. And there was no option to retire there, because according to the legends, it had been taken over by a goblin faction led by a human previously and it was nearly abandoned.
I added the skulls of several species, a good start to a full collection.

Ah. My bad. Time to create an impregnable deep fort adjacent to Bookamazes, so that further adventurers can attempt to wrest it from its evil goblin overlords...

Title: **Re: The Museum II; new adventure succession world**
Post by: **Unraveller** on **June 12, 2015, 08:11:06 pm**

Ohhhhh mister professor misses Captainmclellan! I am an impatient man, and must be entertained!

Title: **Re: The Museum II; new adventure succession world**
Post by: **Bralbaard** on **June 13, 2015, 04:21:08 am**

I'll send captainmclellan a PM, I'll update the other posts later since that is a bit impractical on mobile.

Title: **Re: The Museum II; new adventure succession world**
Post by: **deepfreeze78** on **June 20, 2015, 06:16:22 pm**

Any updates on captainmclellan? Just been reading the past couple adventures and I'm hungry for more.

Title: **Re: The Museum II; new adventure succession world**
Post by: **Unraveller** on **June 20, 2015, 06:58:44 pm**

Might want to place 'im a few turns down.

Title: **Re: The Museum II; new adventure succession world**
Post by: **deepfreeze78** on **June 20, 2015, 08:01:41 pm**

Also, Bralbaard, could you put me down for a turn? It's been my turn before and I forgot about it, and no promises that I'll be here for it when it eventually gets to me again, but hopefully I will.

Title: **Re: The Museum II; new adventure succession world**
Post by: **Bralbaard** on **June 22, 2015, 02:42:45 pm**

No news from the captain, so we'll skip him.
I'll add deepfreeze to the list. I'll try to make some other updates.

Edit:
Added Tonnot98 and 0996395 to the list as well, as per the earlier requests.
Edit2:
Finally linked 0996395's glorious adventure.
Updated the museum contents and site information.

I see my head made it to the museum, I guess that was not quite the museum submission poor Lomam had in mind. On the other hand, you could say that whatever he had in his mind, is now technically in the museum.

Title: **Re: The Museum II; new adventure succession world**
Post by: **Eric Blank** on **June 27, 2015, 10:55:54 pm**

Anything to report, or have we lost another one to ditech?

Title: **Re: The Museum II; new adventure succession world**
Post by: **Bralbaard** on **June 28, 2015, 02:08:30 pm**

Nothing to report, I'll send Deidei a message.

Title: **Re: The Museum II; new adventure succession world**
Post by: **CaptainMcClellan** on **June 29, 2015, 09:46:29 am**

Yeah, I messaged Bralbaard about it, but I was on a three week no internet vacay and my computer's hard-drive decided to give out anyway - among other problems it's been having. Also, I really need to start looking into some things for next semester of school, so I don't know when or if I'll get to play again. Sorry for making you guys wait, but I think I was already gone by the time I got the PM! * hugs to everyone * I'll stick around to read some though, and may make the occasional comment. This was really fun the first time I got to try it, anyway. (I'm looking into just getting a new laptop, but I might have to put that off until... an unspecified future date, depending on my finances. Gotta pay them loans and buy food and all that adult stuff.)

EDIT: Anyone know some kind of "Give a college student a laptop" grant/program? This one can keep on keeping on as long as I get a new charger and an external hard-drive, well I mean, besides the one that just broke on the trip. :) But I think this one is giving me "subtle hints" that it's ready to retire and I really don't want to go back to using my Dell Inspiron 1200.

Title: **Re: The Museum II; new adventure succession world**
Post by: **Deidei** on **July 02, 2015, 04:53:41 am**

Haven't played Dwarf Fortress in a while, but I've got the savefile. For now DF osx is refusing to work, but I'll see what I can do about it. Sorry for responding late, I missed the message.

Title: Re: The Museum II; new adventure succession world
Post by: Timeless Bob on July 03, 2015, 01:19:59 am

Quote from: CaptainMcClellan on June 29, 2015, 09:46:29 am

Yeah, I messaged Bralbaard about it, but I was on a three week no internet vacay and my computer's hard-drive decided to give out anyway - among other problems it's been having. Also, I really need to start looking into some things for next semester of school, so I don't know when or if I'll get to play again. Sorry for making you guys wait, but I think I was already gone by the time I got the PM! * hugs to everyone * I'll stick around to read some though, and may make the occasional comment. This was really fun the first time I got to try it, anyway. (I'm looking into just getting a new laptop, but I might have to put that off until... an unspecified future date, depending on my finances. Gotta pay them loans and buy food and all that adult stuff.)

EDIT: Anyone know some kind of "Give a college student a laptop" grant/program? This one can keep on keeping on as long as I get a new charger and an external hard-drive, well I mean, besides the one that just broke on the trip. :) But I think this one is giving me "subtle hints" that it's ready to retire and I really don't want to go back to using my Dell Inspiron 1200.

I was able to get a used laptop on the cheap by getting it post-lease. The computer had to be returned in good shape or the lease-holder would have been charged a fee to repair it. Anyway, it was pretty cheap, but not free. (Like \$2-300 USD), It's a Win 7 Pro, 4G hard drive, 64bit machine. (The battery needs to be replaced though - it's old and doesn't hold a charge worth heck.)

Title: Re: The Museum II; new adventure succession world
Post by: Bralbaard on July 03, 2015, 04:44:41 pm

Quote from: Deidei on July 02, 2015, 04:53:41 am

Haven't played Dwarf Fortress in a while, but I've got the savefile. For now DF osx is refusing to work, but I'll see what I can do about it. Sorry for responding late, I missed the message.

No problem, good to know you're working on your turn.

Title: Re: The Museum II; new adventure succession world
Post by: Deidei on July 05, 2015, 07:43:24 am

I don't think this is really going anywhere, sorry :/
It's probably better if you skipped my turn

Title: Re: The Museum II; new adventure succession world
Post by: Unraveller on July 06, 2015, 03:14:22 pm

Bralbaard, that means the turn comes back to you! At least we'll get an update after all the cancellation and missing folks.

Title: Re: The Museum II; new adventure succession world
Post by: Timeless Bob on July 07, 2015, 02:23:36 am

I'm... So EXCITED! My turn comes next! I'm so stoked, I could... maybe even kiss an elf! Oh, I can't wait to find out how the world has changed since my last turn...
(Well, next after you, esteemed Bralbaard, of course.)

Title: Re: The Museum II; new adventure succession world
Post by: Bralbaard on July 08, 2015, 01:00:58 am

I'll pick up the save, will probably start tomorrow.

Title: Re: The Museum II; new adventure succession world
Post by: Bralbaard on July 10, 2015, 07:44:46 am

Allright.. I have started as a human outsider, that apparently gives you some interesting starting options:

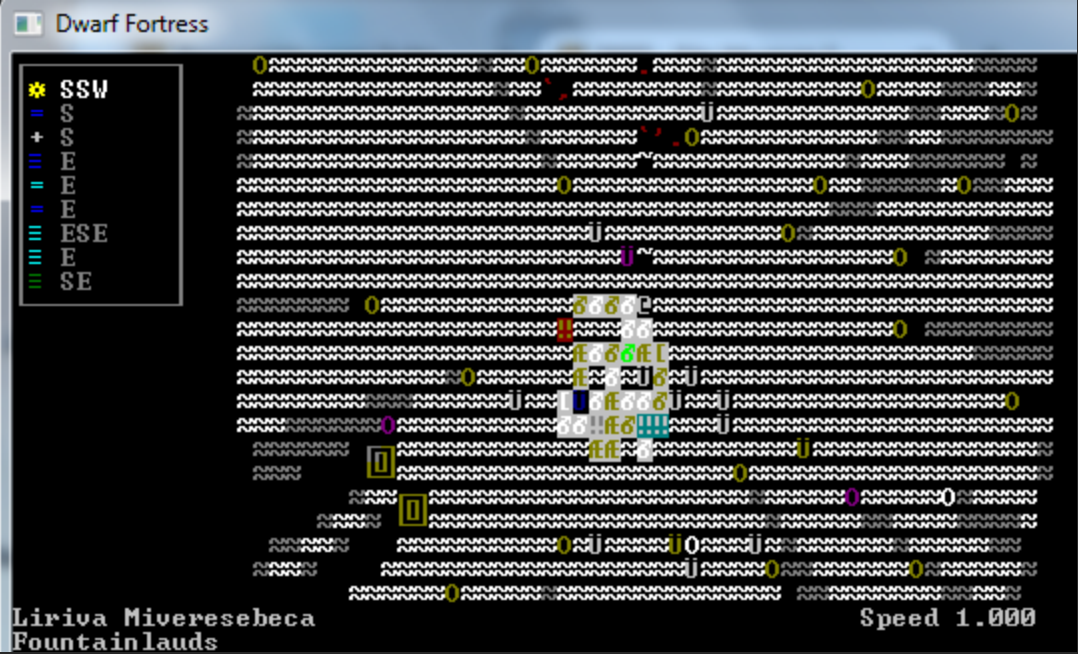
Your wanderings have led you to Fountainlauds, a human camp. You are a stranger here.

Let's be pollite and start with a proper introduction. My name is Liriva Callruin, the greatest bandit that ever lived. Haven't heard of me you say? Now I must admit that my status is not yet recognized by all those that wander on this fine world we have, but all that is about to change. You see, right now even I could forgive most people for thinking I was just an extremely handsome and charismatic, but completely ordinary thief. They would be mistaken, because the thing about thieves is; they do stuff out of sight, hidden in the shadows.. It is the same with me. The world is still ignorant, but I have have been plotting and scheming, and have concocted the perfect plan. I will not be known as just an ordinary mortal for long.

I am writing down these notes, just to make sure the story of my rise to power is properly put down on paper. Others will sing my praises in time, and may document my life and exploits, but nothing beats hearing it first hand, from the master himself. So here we go.

So here I am, in Fountainlauds. I recently joined this bandid group because they have been quite succesfull. The bewildering brothers we are called. There are at least 25 bandits here, besides me, and we have this incredible pile of loot:

Spoiler (click to show/hide)



In other words, perfect starting point for my journey. There are piles of golden, silver and copper coins here, there's armor belonging to dwarves, goblins and any race you can imagine. Then there is fancy clothing, diamonds, all that kind of stuff. However I want to move

inconspicuously and have no need for all this crap. Luxury is for later, first it's time for action. I take some basic clothing, a backpack, waterskin, a proper axe, and some money.

Now dear reader, that last item on the list may have made you wonder. Any proper thief has other means to acquire what he wants without the need of currency, right? Indeed; and that's why you can consider it a souvenir, and at the same time a reminder of my goal. Not just the volume, but also the variety of currency the brothers have accumulated over the years is staggering, I have taken one of each type of coin I could find, resulting in a collection of 35 different coins, minted in 14 different empires. Soon, all those empires and more, will know my name! I will settle for no less.

Title: **Re: The Museum II; new adventure succession world**
Post by: **Bralbaard** on **July 18, 2015, 12:30:24 pm**

Here is the save game, I'll update the story later.

link (<http://dffid.bay12games.com/file.php?id=10996>)

Title: **Mrs. Cake's Journey**
Post by: **Timeless Bob** on **July 19, 2015, 02:51:53 am**

The Brief adventures of Mrs Cake, Talent Scout



Opal the 14th, 1070
Weather: Clear
Moon: Waning Crescent
Wind: Cool from the East

After a long journey through very strange paths, I awake to find myself in a tree shared by two humans. One is a scrawny looking woman with long, chocolate hair, brown skin and a mischievous pair of twinkling periwinkle eyes, while the other is a peach skined older man with grey in his raw umber hair, and a matching pair of periwinkle eyes. He holds a silver sword in one hand, while the other sports a copper hammer.

Good Morning! , I call out to them, My name is Mrs Cake.
Hello, replied the man with the silver sword, I am Kas Snarlingforests.
So, what's this place?
We are in Mobbedleaves. I happen to be the Master of the Static Targets which has wrested control of this place from the hated elves.
Oh? Are you still fighting them?
Things are the same as ever. The local area is known as The Moral Hills, a blessed land where unicorns roam freely, but no one has travelled here for some time, for we are insulated from the rest of the world. You see, to the north of us are the Eerie Hills, a cursed land. Beyond them lies The Pulpy Hill, where giant weasels and other savage beasts live. To the east of us is The Hill of Wickedness and the Forest of Immorality, both also cursed. Beyond them lies the Naughty Hill, where the bloodthirsty Dingo Men have been seen hunting and the ancient shrine of the Hill Titan Meng Thownsun broods. It is known as The Heliotrope Conflagration. The Prairie of Weirds lies to the west: it was the site of a great battle between a force of goblins and elves and beyond them are The Smeared Hills, another cursed land. Somewhere in that direction lies Strapumbral, the lair of a fierce Dingo. We all live in the Robust Forest, which stretches south, east and west for many days and is mainly claimed by the elves of The Shell of Rhythm. The Forest retreat of Panthergaurd lies to the west, where the elf Muya Gravelsatin lives. Back in 278, the dragon Sad Glowingsweltered, "the Luxurious Fires" destroyed Panthergaurd and all within it. Half a day's travel to the south, within the forest lies the cave of Blotmines. It was discovered and claimed by the hermit Thudu Rawness-shadows back in 55, but both he and his dwarven companions were slain by a forest titan called "the Fell of Raining" just ten years later. To the east, The Forest Retreat of Brownbudded to the east was founded by The Quiescence of Amethyst, an elven group from The Shell of Rhythm. It is not without its own troubles: Just last year, I've been told that an elf named Fima Snakeblossoms was murdered by another elf called "the Venerable Shell". When elves slay elves, it's not a good omen.

There are many rumors of the Moral Hills. A few that I've heard are:
In the midautumn of 1054, a dwarf named Shem Craftdoor was buried alive by another dwarf named Dang Tormentstopped "the Fenced Match" in the Fortress of Granitetrusses. I've no idea where that is, though.
There is rumored to be a Hill Titan named "the Tail of Butterflies" in her lair "Waxpaddle "the Tufted Eagle", but no-one knows where in The Moral Hills that would be.
There's also stories of the terrible Roc, "The Windy Radiances", which lairs in Dutycave. It's said this vile fiend has slain thirty-seven!
Once again, no-one has found the lair and lived to tell the tale.

Wow, that's quite a tale! Are there any of your band that would like to go exploring with me? Nopony should be doing that alone in such dangerous wilds!
Yes, take Ad the hammerman and Otu the crossbowman - they've both been a bit antsy lately - a bit of scouting around the area might do them some good. Why don't you make camp down at the base of our tree and we'll get you outfitted in the morning?
Thank you. That's very generous!

I napped for a few hours below the great spreading branches of thier home-tree, trying to stay out of the snow, but was woken a couple hours later by the sounds of fighting. There was a low fog that obscured what was happening, so I trotted over to see what the fuss was about. Suddenly, a copper bolt arched out of the gloom and lodged itself in my fore-leg! Ouch!
Another bolt struck Otu in the neck, but bounced off. The fighting moved off farther into the murk, leaving me to care for my wound, which Ad bandaged quietly.
What was that all about?
Ad shrugged, Probably a duel. Happens all the time. Bloody nuisances.

So, we all decided to resume our nap, and get started scouting the area first thing in the morning.

[Spoiler](#) (click to show/hide)

It wasn't a duel. A dwarven necromancer and his band of thugs were the cause of the commotion. How do I know this? Simply, I woke in the middle of a clash of arms, and before I could take a breath, Ad took a bolt to the leg. Enraged, I charged the miscreant who had shot my new friend, sending him (and me) tumbling to the ground. I was able to bite him once before the rest of the band descended on our unprepared group - one of my hooves was quickly bashed to bits by that dwarf's silver maul, and a swordsman had stabbed me most grievously in my body, yanking the blade out and lopping off another hoof as I cried out in pain. That dwarf gestured to my poor dainty hoof, which promptly sprang to horrible life, kicking him in the nuts, but my pretty hoof was bashed to bits by his silver maul for its troubles and moved no more. In the mean time, that horrible blade-slinger had been stabbing and slashing my prostrate form, causing great wounds and making sure I would not rise. My last view alive was of his savage, grinning face, as he held my helpless head up by the mane and with a mighty swing, removed it from my neck.

So how am I able to tell you this now, oh diary of the mind? It is because that dawrven necromancer has raised my head and my body to unlife and now I am a prisoner within my own corpse, aware of all that it does, but unable to control it even a tiny twitch. I fear that I may witness many horrors in this reanimated head. Nopony should have to be like this.

Oh, that's interesting. My head is attacking the necromancer.



BITE HIS NUTS OFF!

Title: **Re: The Museum II; new adventure succession world**
Post by: **Timeless Bob** on **July 27, 2015, 03:48:17 am**

Save file: <https://www.dropbox.com/s/zs3rfujruvx3kvi/museum2%20Post-Bob.7z?dl=0>
(<https://www.dropbox.com/s/zs3rfujruvx3kvi/museum2%20Post-Bob.7z?dl=0>)

New Fortress: "Treebasements"

Title: **Re: The Museum II; new adventure succession world**
Post by: **The Lupanian** on **July 27, 2015, 02:23:38 pm**

Who's turn does that make it then?

Title: **Re: The Museum II; new adventure succession world**
Post by: **Timeless Bob** on **July 27, 2015, 06:18:10 pm**

Quote from: [The Lupanian on July 27, 2015, 02:23:38 pm](#)

Who's turn does that make it then?

You're next on the list, man. Go for it.

Title: **Re: The Museum II; new adventure succession world**
Post by: **Bralbaard** on **July 28, 2015, 01:38:43 pm**

Indeed, you're up next, the front page wasn't up to date. I've fixed that.

Title: **Re: The Museum II; new adventure succession world**
Post by: **Timeless Bob** on **July 28, 2015, 01:59:46 pm**

Oh, Crap - I forgot to warn you guys, I played the game using the Phoebus graphical tileset, so some of the settings may be off. Sorry. Didn't even think about it until just now.

Title: **Re: The Museum II; new adventure succession world**
Post by: **The Lupanian** on **August 08, 2015, 06:38:50 pm**

I'm sorry I forgot about this, do you still want me to do my turn? also, can I use legends viewer?

Title: **Re: The Museum II; new adventure succession world**
Post by: **The Lupanian** on **August 08, 2015, 06:45:24 pm**

never mind, if your still doing this just skip me

Title: **Re: The Museum II; new adventure succession world**
Post by: **Centenkiko** on **August 14, 2015, 07:31:28 am**

I'd love to take a turn, but if I might ask, in which version is the museum world?

Title: **Re: The Museum II; new adventure succession world**
Post by: **TheFlame52** on **August 14, 2015, 08:43:56 am**

v0.40.24

Title: **Re: The Museum II; new adventure succession world**
Post by: **Timeless Bob** on **August 14, 2015, 09:16:51 am**

Does Tavern know that he's next?

Title: **Re: The Museum II; new adventure succession world**
Post by: **Bralbaard** on **August 16, 2015, 02:11:11 pm**

Sorry guys, I was away on vacation, and I forgot about the internet for two weeks. I'll PM Tavern, and I'll add Centenkiko to the list.

Title: **Re: The Museum II; new adventure succession world**
Post by: **The Lupanian** on **August 16, 2015, 04:15:41 pm**

cool

Title: **Re: The Museum II; new adventure succession world**
Post by: **Niyazov** on **August 16, 2015, 07:47:49 pm**

I was an adventurer for the original Museum. Can I be added to the list?

Title: **Re: The Museum II; new adventure succession world**
Post by: **crazyabe** on **August 18, 2015, 02:14:42 am**

So if I wanted to join could I?

Title: **Re: The Museum II; new adventure succession world**
Post by: **Argonnek** on **August 18, 2015, 03:46:59 am**

Of course! All are welcome to test their mettle against the horrors that lurk in the world of the Museum. Once Bralbaard is available, he'll put your names on the official list.

Title: **Re: The Museum II; new adventure succession world**
Post by: **Bralbaard** on **August 26, 2015, 02:15:14 pm**

No response from tavern, tacomagic is up next.
I'll update the list.

Title: **Re: The Museum II; new adventure succession world**
Post by: **tonnot98** on **August 27, 2015, 10:55:14 am**

Spoiler (click to show/hide)
I wonder what other people will do once the see the beast-men vampires that are all over the northern continent.

Title: **Re: The Museum II; new adventure succession world**
Post by: **Gwolfski** on **August 27, 2015, 01:01:57 pm**

i want to sign up!

Title: **Re: The Museum II; new adventure succession world**
Post by: **Timeless Bob** on **August 27, 2015, 05:38:55 pm**

Quote from: tonnot98 on August 27, 2015, 10:55:14 am
I wonder what other people will do once the see the beast-men vampires that are all over the northern continent.

Spoiler (click to show/hide)
Spoiler!

Title: **Re: The Museum II; new adventure succession world**
Post by: **Bralbaard** on **September 06, 2015, 03:26:06 pm**

No response from tacomagic, we're moving on.

Title: **Re: The Museum II; new adventure succession world**
Post by: **Untrustedlife** on **November 22, 2015, 03:57:00 pm**

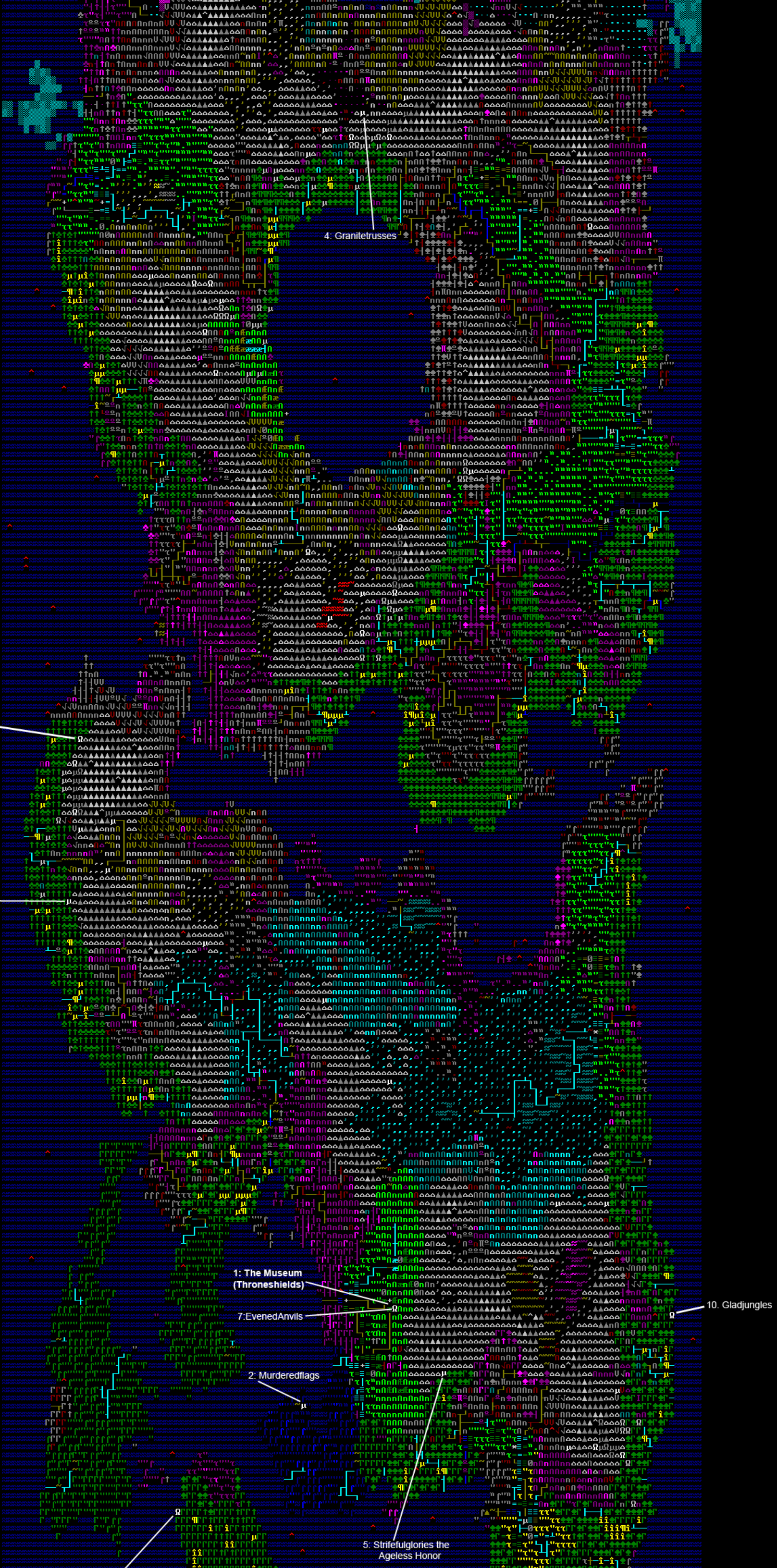
AWW, I hope this hasn't been abandoned, there is so much more to do in the current version of dwarf fortress adventure mode.

Title: **Re: The Museum II; new adventure succession world**
Post by: **Untrustedlife** on **November 22, 2015, 05:14:48 pm**

Quote from: Bralbaard on December 02, 2014, 04:44:58 pm
The turn list has been updated. I've also added Gladjungles to the map:

Spoiler (click to show/hide)

8: Warmbeaches
The Lush Green
Land-Fortress of
Swimming



4: Granitetrusses

9: Purplecastle of Rumors

3: Bookamazes

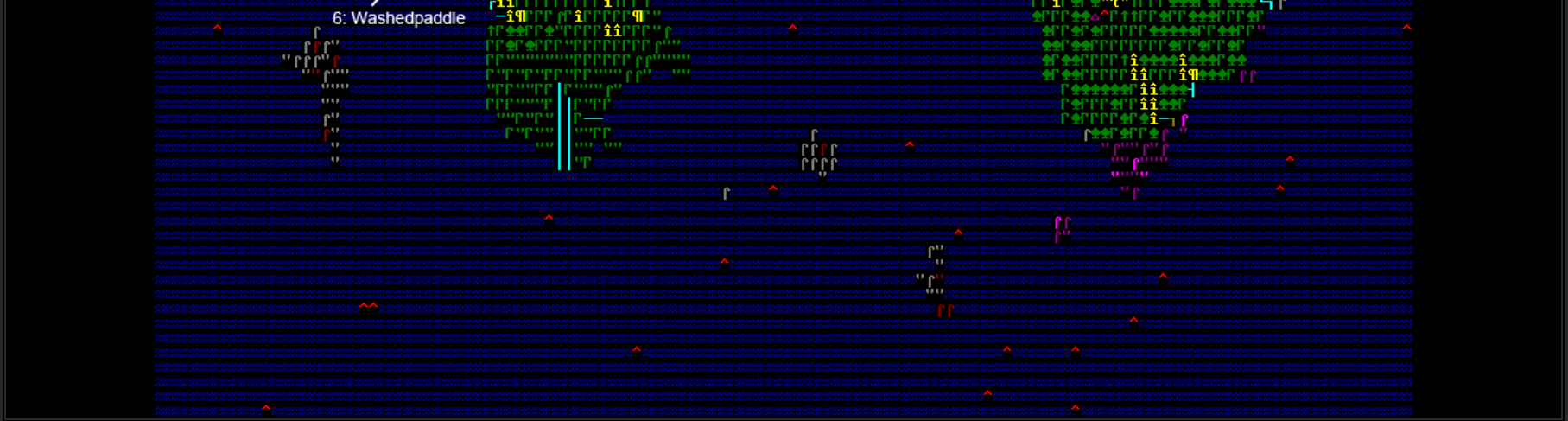
1: The Museum
(Throneshields)

7: EvenedAnvils

2: Murderedflags

5: Strifefulgories the
Ageless Honor

10: Gladjungles



You are probably going to need to update the map a lot more in this version due to world activation.
Its probably already outdated.

Title: **Re: The Museum II; new adventure succession world**
Post by: **99Hedgehog** on **November 28, 2015, 06:48:03 pm**

Can I get a turn?

Title: **Re: The Museum II; new adventure succession world**
Post by: **Untrustedlife** on **December 02, 2015, 11:12:45 pm**

Now whats going to happen with the new update...it has brought life back to adventure mode.

Title: **Re: The Museum II; new adventure succession world**
Post by: **Addict7** on **December 03, 2015, 09:23:41 am**

Not really related, but I found out in legend mode that many books end up lost or stolen. We could create a similar adventure successions based on books. First we set a list of stolen and lost books to find, then we send adventurers around the world to find them.
Anyone interested?

Title: **Re: The Museum II; new adventure succession world**
Post by: **crazyabe** on **December 03, 2015, 12:10:23 pm**

Hmm... Well, I would possibly be at least somewhat interested in "The Library".

Title: **Re: The Museum II; new adventure succession world**
Post by: **Untrustedlife** on **December 03, 2015, 11:17:02 pm**

The library seems interesting, we could also have a guild (the first adventurer creates a Group in some site, and all the adventures could join the group (this is what I'm doing in one of my worlds)) but to join it you have to become a hearthperson or performer of the group and to do that you need to be "honorable" as the game defines it (usually just telling a lord about 1 important kill you have will do it even if they say "it was inevitable they will still let you join with a a kill)).

(of course we rename the lords profession to guild master (all nick names/fake profession names are saved)

Either way, this version is really really fun, and I think an adventurer succession game would do it good.

Title: **Re: The Museum II; new adventure succession world**
Post by: **Eric Blank** on **December 05, 2015, 12:36:36 pm**

Sounds cool to me.

Title: **Re: The Museum II; new adventure succession world**
Post by: **Timeless Bob** on **December 06, 2015, 08:09:39 pm**

Why not fold The Library into this game world, as an extra quest that can be performed? One of the things I loved about the original Museum world was that it really started to have a Player-guided/Player-botched up history to it while its internal bugs slowly started to eat it alive. This one deserves the same fate, in my opinion.

I'm still plugging away at the original map of Dinnerwandered, including the two sites that intersected with it. However, that may be eclipsed by the Armokvision extra that Japa's building - I look forward to walking down those streets some time and checking out the stalls in the Marketplace.

Title: **Re: The Museum II; new adventure succession world**
Post by: **Untrustedlife** on **December 06, 2015, 11:17:01 pm**

Quote from: Timeless Bob on December 06, 2015, 08:09:39 pm

Why not fold The Library into this game world, as an extra quest that can be performed? One of the things I loved about the original Museum world was that it really started to have a Player-guided/Player-botched up history to it while its internal bugs slowly started to eat it alive. This one deserves the same fate, in my opinion.

I'm still plugging away at the original map of Dinnerwandered, including the two sites that intersected with it. However, that may be eclipsed by the Armokvision extra that Japa's building - I look forward to walking down those streets some time and checking out the stalls in the Marketplace.

we cant, we have to start a new one, old worlds WORK but they dont have the new stuff in them.

btw when peopel say "it was inevitable" it isnt because they dont recognize what you have done it is because toady hasn't put in the proper "talking" reactions, you still get the reputation, and people recognize it when you talk to them and it shows up in legends (like you being a legendary hero) so them saying "it was inevitable" can mean "you are awesome" they just dont know how to say it.

I feel we should start this somewhat soon btw.

Title: **Re: The Museum II; new adventure succession world**
Post by: **endlessblaze** on **December 13, 2015, 06:58:24 pm**

soooo...new world time? we might need to do something about fortress lag though.

eliminate horses, and raise the human value for knowledge.

Title: **Re: The Museum II; new adventure succession world**
Post by: **Untrustedlife** on **December 13, 2015, 07:18:39 pm**

There is a new adventure succession game, that is happening now for those following this thread that don't know.

Title: **Re: The Museum II; new adventure succession world**
Post by: **XhAPPYSLApX** on **December 13, 2015, 07:31:29 pm**

I'm a bit late to the party, and I know I'm not gonna get to play until 20xx, but to hell with it! I wanna join!

(Unless this thread is dead, in which case, completely ignore this post...)

(Also, I do suggest going to that succession game UntrustedLife talked about, cause I'm the host of it! go to it I say!
(<http://www.bay12forums.com/smf/index.php?topic=154415.0>))

Title: **Re: The Museum II; new adventure succession world**
Post by: **Untrustedlife** on **December 13, 2015, 07:34:04 pm**

Quote from: XhAPPYSLApX on December 13, 2015, 07:31:29 pm

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(Unless this thread is dead, in which case, completely ignore this post...)

its pretty dead.
but some of the folks are still around.

Title: **Re: The Museum II; new adventure succession world**
Post by: **XhAPPYSLApX** on **December 13, 2015, 07:37:27 pm**

Quote from: Untrustedlife on December 13, 2015, 07:34:04 pm

Quote from: XhAPPYSLApX on December 13, 2015, 07:31:29 pm

I'm a bit late to the party, and I know I'm not gonna get to play until 20xx, but to hell with it! I wanna join!

(Unless this thread is dead, in which case, completely ignore this post...)

its pretty dead.

Yeah, didn't even notice the lack of progress on the player list until AFTER I posted.

Title: **Re: The Museum II; new adventure succession world**
Post by: **chaotic skies** on **January 01, 2016, 10:15:18 pm**

So this is dead.

Okay.

Title: **Re: The Museum II; new adventure succession world**
Post by: **pikachu17** on **March 01, 2016, 11:08:34 am**

does anyone mind if I take a turn despite people being ahead of me?

Title: **Re: The Museum II; new adventure succession world**
Post by: **The Lupanian** on **March 02, 2016, 10:27:03 pm**

I don't tho\ink anybody cares

Title: **Re: The Museum II; new adventure succession world**
Post by: **Timeless Bob** on **March 02, 2016, 10:47:13 pm**

I say, go for it! Necro the shit out of this world and bring it screaming into 42.06 territory. It would be interesting to see what happens when the old map info is applied to the updated game engine.

Title: **Re: The Museum II; new adventure succession world**
Post by: **TheFlame52** on **March 03, 2016, 09:44:32 am**

Nothing good. We're much better off making a new world. If we just transfer the world we still have all the bugs of 0.40, plus all the bugs of 0.42 and several more because the save has been in two versions.

Title: **Re: The Museum II; new adventure succession world**
Post by: **The Lupanian** on **March 03, 2016, 01:04:32 pm**

Any body up for museum III?

Title: **Re: The Museum II; new adventure succession world**
Post by: **Timeless Bob** on **March 04, 2016, 01:35:56 am**

Quote from: The Lupanian on March 03, 2016, 01:04:32 pm

Any body up for museum III?

I think I'd be up for it when .07 has had time not to be too buggy. I'm seriously excited about the new stuff coming from Toady's magic fingers.

Title: **Re: The Museum II; new adventure succession world**
Post by: **The Lupanian** on **March 04, 2016, 04:47:05 am**

Quote from: Timeless Bob on March 04, 2016, 01:35:56 am

Quote from: The Lupanian on March 03, 2016, 01:04:32 pm

Any body up for museum III?

I think I'd be up for it when .07 has had time not to be too buggy. I'm seriously excited about the new stuff coming from Toady's magic fingers.

Agreed

Title: **Re: The Museum II; new adventure succession world**

Post by: **Imic** on **March 04, 2016, 06:18:42 am**

PUT ME ON THE TURN LIST
I HAVE AN IDEA

Title: **Re: The Museum II; new adventure succession world**

Post by: **Timeless Bob** on **March 04, 2016, 12:53:58 pm**

Tell you what: when .07 has had time to mature a little, I'll split off one of the saves from "The City" and we can use that world for The Museum III. There's all sorts of neat stuff in that world, plus the "unique landscape" would make it particularly enjoyable from an adventurer's standpoint.

Title: **Re: The Museum II; new adventure succession world**

Post by: **Imic** on **March 07, 2016, 11:40:21 am**

Well then.
Someone needs to create a new thread.
Now.
Right now.
This instant.

GET CHOPPIN'

Title: **Re: The Museum II; new adventure succession world**

Post by: **Timeless Bob** on **March 07, 2016, 12:37:59 pm**

Quote from: Imic on March 07, 2016, 11:40:21 am

Well then.
Someone needs to create a new thread.
Now.
Right now.
This instant.

GET CHOPPIN'

Be the change you wish to see in the world
~Ghandi

Title: **Re: The Museum II; new adventure succession world**

Post by: **Imic** on **March 07, 2016, 03:20:48 pm**

THINKING INTENSIFIES

HmmmmmmMmmmMmMMmMmmmmmm...

Well...
If you'll excuse meeee...
I shall be busy generating the perfect adventure mode world.
I can't operate a thread. For private reasons...
But i can...

SCHEMING INTENSIFIES

Title: **Re: The Museum II; new adventure succession world**

Post by: **Untrustedlife** on **March 07, 2016, 10:58:53 pm**

Create a new world otherwise we wont be able to do the new crafting mechanics also vaults..WE HAVE VAULTS. And other things.

Title: **Re: The Museum II; new adventure succession world**

Post by: **Imic** on **March 08, 2016, 01:40:28 am**

Il wait until adventurer building is fully complete before i make the world

Title: **Re: The Museum II; new adventure succession world**

Post by: **Bearskie** on **March 08, 2016, 03:04:04 am**

When that happens, each character will be able to build their own private display room however they like it.

Title: **Re: The Museum II; new adventure succession world**

Post by: **Imic** on **March 08, 2016, 03:51:49 am**

That's... A...

BRILLIANT IDEA!!!

Title: **Re: The Museum II; new adventure succession world**

Post by: **pikachu17** on **March 09, 2016, 02:35:09 pm**

I want a turn in adventure museum III, okay?
make sure you generate more like 100 years of history, instead of a 1000 years of history, which will make it more laggy

Title: **Re: The Museum II; new adventure succession world**

Post by: **Imic** on **March 09, 2016, 02:50:53 pm**

Sorry, but 1050 means more history.

Also, i am going to make some fortresses of my own..

In which case a history would not be entirely required...

Yes, a few years it is.

It'll take a while though.

Re: **Re: The Museum II; new adventure succession world**
 Sent by: **Imic** on **March 09, 2016, 03:23:43 pm**

presses download button

DF 42.06 has been downloaded

let it begin.

Re: **Re: The Museum II; new adventure succession world**
 Sent by: **Imic** on **March 09, 2016, 03:32:25 pm**

forming lakes and minerals...

Re: **Re: The Museum II; new adventure succession world**
 Sent by: **Imic** on **March 09, 2016, 03:34:47 pm**

...nearly done the lakes...

Re: **Re: The Museum II; new adventure succession world**
 Sent by: **Imic** on **March 09, 2016, 03:37:35 pm**

THE WORLD HISTORY IS GENERATING
ALL 212 YEARS THAT I PROGRAMMED IT TO RUN FOR.

Re: **Re: The Museum II; new adventure succession world**
 Sent by: **Imic** on **March 09, 2016, 04:28:31 pm**

there's already some cool areas, like the place to the south which used to be ruled by humans, but is now overrun by goblins.
the humans still control it, mostly, but i doubt they're having a nice time.
or the mountain range that will probably collapse at some point, due to the actual probably near to a hundred dwarven settlements.
...actually there are a lot of places like that...
also, the eastern elves seem to have built so far away from other civilizations that it has probably never seen war...

Re: **Re: The Museum II; new adventure succession world**
 Sent by: **Imic** on **March 09, 2016, 04:36:25 pm**

```
a
a
a
aand it crashed.
A
A
A
AAARGH why
```

Re: **Re: The Museum II; new adventure succession world**
 Sent by: **Imic** on **March 09, 2016, 04:45:06 pm**

I'll retry Tommorrow, it's too late for me now.
Although, tommorrow I'll need to make less civs and less sites. That's probably what caused the crash.
Good night, all!

Re: **Re: The Museum II; new adventure succession world**
 Sent by: **Untrustedlife** on **March 20, 2016, 02:39:34 pm**

crashes are part of the fun in dwarf fortress, though the crash is probably because so much has changed since version 40 now that it is far less compatible.

I'm for number 3. the df forums MUST experience the new adventure mode in the form of stories it is SO awesome now.

Re: **Re: The Museum II; new adventure succession world**
 Sent by: **The Lupanian** on **March 20, 2016, 06:17:17 pm**

Quote from: Untrustedlife on March 20, 2016, 02:39:34 pm

crashes are part of the fun in dwarf fortress, though the crash is probably because so much has changed since version 40 now that it is far less compatible.

I'm for number 3. the df forums MUST experience the new adventure mode in the form of stories it is SO awesome now.

+1

Re: **Re: The Museum II; new adventure succession world**
 Posted by: **Untrustedlife** on **April 26, 2016, 08:46:46 pm**

Thinking ill do a necromancer guild type succession adventurer game when the new update rolls out.

Re: **Re: The Museum II; new adventure succession world**
 Sent by: **Inconspicuous** on **February 28, 2017, 12:25:22 pm**

Mind if I join in?

